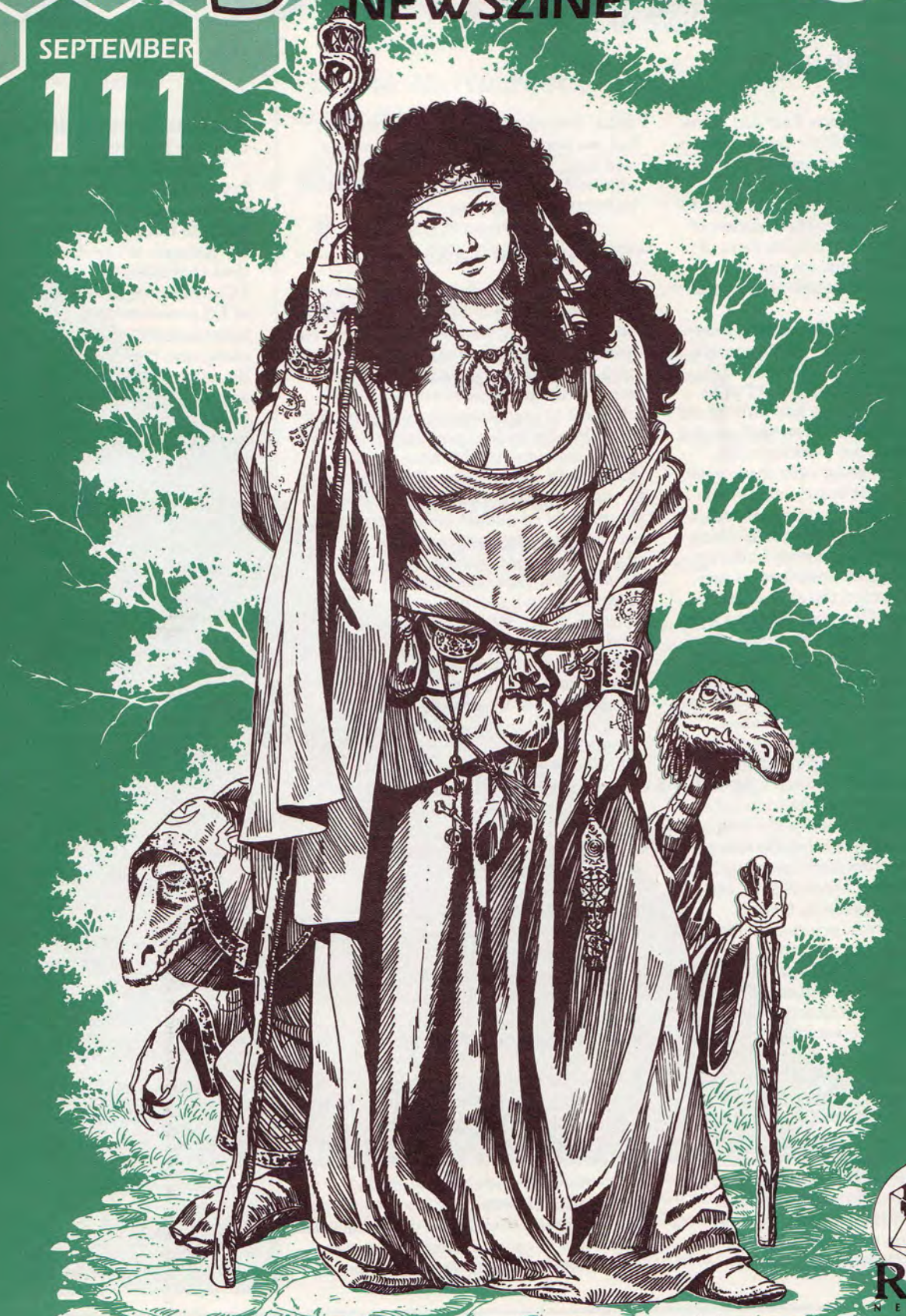
Polyhedron®

NEWSZINE

SEPTEMBER

111



RPGA® NETWORK

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Notes from HQ

Aprés le deluge...

Another GEN CON® Game Fair has come to a close, another 20,000+ gamers have had a chance to play in some of the events they wanted, and another exhausted support staff has managed to crawl their way home to the oblivion of sleep. Now that we have a few days of recuperation behind us, we can take a look at just what happened at this last game fair.

First, we had a lot of fun. This may not be obvious, especially to those with whom we worked in the Network HQ, but it is true nevertheless. All of us at HQ met people whom we had only heard about, or at best had spoken with on the phone. Meeting them, working with them, and even gaming with them gave us an opportunity to learn more about the people that make up the Network.

Second, we had a lot of fun. Walking around in the various gaming halls, we saw what can only be described as serious craziness (pardon the slight contradiction in terms). One poor guy was lying on the floor of the Deep Labyrinth alternating between laughing and begging his fellow gamers for help. Apparently, his character had fallen and couldn't get up. A woman in the Arena, immediately after her character had accomplished some miraculous feat, exploded out of her chair and started dancing a jig. We saw one Arena gamer in the midst of an impassioned oration worthy of a Roman Senator (well, not really, but he was trying!) There were vampires, gypsies, knights, barbarians, shopkeepers, tavern owners, city watchpersons, GWAR, swashbucklers, elves, princes, gladiators, X–wing pilots, clones, minstrels, jesters, wizards, aliens, and other marvelous and fantastic beings. That they could all come together for a weekend of camaraderie was, as Scott would say, a "hoot and a holler."

Third, we had a lot of fun (but, man, was it a lot of work!) There were a number (even a myriad...nay, even a plethora!) of things to do before and during the convention, and without the help of the staff and volunteers, they never would have gotten done. With three rookies in HQ, we might have been dead in the water without the experienced help provided by these folks. Not everything went smoothly, but we learned from our experiences, and next year, hopefully, we should be able to avoid some of the pitfalls we encountered this year.

Tournament News

It is one of our goals to increase the circulation and use of tournaments set in obscure game systems or the more well-known systems of smaller game companies. We realize the lack of DMs for some of these systems are the chief obstacle to accomplishing our goal, but it could also be that you are not using these tournaments because you do not know they exist. We can fix that.

In the tournament files, we have brand new or almost new tournaments in the following game systems:
Amber (one tournament)
Champions (one tournament)
Star Trek (two tournaments)
Marvel Super Heroes (two two-round and one one-round tournaments)
Torg (two tournaments)
Delta Force (two tournaments)
Paranoia (two tournaments)
Call of Cthulhu (two two-round tournaments)
Shadowrun (eight new tournaments, including two for Virtual Seattle)

These events are not in general circulation and are waiting for someone to request them. Get your orders in today!

On the AD&D® game front, we have 10-12 tournaments, including one- and two- round events. If you want one, contact Robert about it or put "new event" and the number of rounds on the Tournament Request Form. We'll do what we can with what we have. We do not have any LIVING CITY™ or LIVING JUNGLE™ tournaments for general use.

LIVING CITY

In talking with LIVING CITY players and judges at GEN CON, we learned that many are bemoaning the eight-player tables. Judges have more difficulty with eight players, and the players do not get to do as much when there are more people occupying the judge's time. Also, the challenge of many tournaments goes down when there are more people around to deal with the problem, even if they are low level.

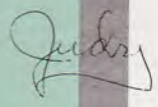
So, beginning January 1st, 1996, all LIVING CITY tables will be limited to six players, just like LIVING JUNGLE tables. Packets from LC tables with more than six players will be disqualified. We hope that this move returns a lot of the fun to LC events. we are also asking authors of LC events to produce even better tournaments with more challenging plots, and that should help too. Look for the effects of these changes to hit around January (it's just like the national budget - effects of a change are not felt in the economy for several months).

A Note from Judy

I would like to thank all of the Network members for the beautiful plaque and the many country and western tapes I received. You have made the Game Fair a very enjoyable experience for me.

I also enjoyed being James Doohan's escort during his seminars and autographing session. It was interesting to discover that I could still run (because keeping up with his motorized cart would have been difficult otherwise.)

I enjoyed meeting and working with you, and I look forward to seeing you all next year.



The Living City Map

We hope that you liked the map we included in Issue 110. Look for an expanded version of it either in future issues of the Newszine or in a future Living City product release. If you have a business in the Living City, and you want it included, contact us by mail and give us some proposed locations for it. If we can, we will place it as close as possible to one of the locations you want. Please keep in mind that we may not be able to put it where you want it, but we'll do the best we can. Also, if there are buildings you know of that are not on the map, let us know those, also, and we'll try to place them as well.

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About the Cover

In 1981, the Newszine displayed a cover by a then little-known artist from Kentucky. Now almost 15 years later, we are honored to display this month's cover by this same artist, now a well-recognized master of the fantasy art genre.

"Witch of Black Oak Hollow," by Larry Elmore

Forgotten Deities

Grond Peaksmasher

by Eric Boyd

Power:	Demi–
Plane:	Prime (Moonshae Isles)
AoC:	Firbolgs of the Moon shae Isles
Align:	N(CG)
WAL:	Any (firbolgs)
Symbol:	Silverhaft Axe over laid on a mountain
Sex:	Male.

Grond Peaksmasher is the deity worshipped by the firbolgs of the Moonshae Isles. Grond is believed to be the offspring of Hiatea, greater goddess of firbolgs and voadkyn, and relative to Stronmaus, greater god of storm giants. It is believed Hiatea gave Grond dominion over the firbolgs of the Moonshae Isles to teach Grond some responsibility while she turned her eye to other worlds.

The firbolgs of the Moonshae Isles believe Grond carved the giant-kin from the mountains with the *Silver–Hafted Axe*. The firbolgs also believe Grond created the Moonshae Isles from a single rock and that the dwarves were created from the rubble of his firbolg creations. The firbolgs are obviously slightly biased in their beliefs. Firbolg legend claims the dwarves stole the ground from beneath Grond's feet causing him to fall into a great hole carved by his axe. A slice of mountain fell on top of the giant god, imprisoning him in a deep slumber.

During Grond's long sleep, the firbolgs of the Moonshae Isles degenerated into a brutish race little better than hill giants. Their great potential lay untapped. Many of the giantkin were used as tools by evil gods such as Bhaal, Malar, and Talos in their struggles with the Earthmother (Chauntea).

Grond was eventually freed by a combined tribe of firbolgs and trolls in accordance with a pact he forged with Helm and Talos. At the last moment, Grond sided with the Earthmother against the new gods and the trolls, and Peaksmasher resumed his mantle of responsibility for the firbolg race.

In the years to come, Grond Peaksmasher plans to uplift the firbolgs to their potential, working in alliance with the Earthmother. (In game terms, he hopes to uplift Moonshae firbolgs during the next century to match the description of firbolgs in the MONSTROUS MANUAL™ accessory.) Many of the firbolgs of the Moonshae Isles, particularly Myrlock Vale, will slowly migrate to Oman's Isle, far from the human and demihuman races.

Grond's Priests

Grond Peaksmasher's worship has been traditionally led by firbolg shamans. Following Grond's reawakening, shamans of the giantkin god will slowly be replaced by specialty priests. These new priests will actively work with human druids serving the Earthmother to raise the firbolg race to its potential.

AB Int 12*, Wis 9*, Str 19; **AL** N(CG) (firbolgs); **WP** any (crushing and cleaving weapons preferred, particularly axes); **AR** any; **RA** any; **SP** All, Animal*, Combat, Elemental, Healing, Plant*, Protection, War*; **SPL** nil; **PW** 1) *pass without trace*; 3) *speak with animals* 3/day; 5) identify natural plants/animals as druid; 9) turn weapon into a flame tongue, 1/day, 1 turn duration, +2 to attack rolls with weapon; **TU** nil; **QS** *warband quest*. ❑

Elminster's Everwinking Eye

Blacksaddle, Great Oak, and Bedorn, and then a break

by Ed Greenwood

Our tour of the Border Kingdoms continues with a look at two of the mighty baronies that form a shieldwall against raiding nomads of the Shaar and more.

The Barony of Blacksaddle

Thanks to its frequent skirmishes with the nomads of the Shaar, the resulting ballads and orders of new weaponry, and the growing habit among Vilhonese would-be adventurers to learn the ways of battle and ambush tactics while serving the barony, this Border Kingdom is one of the most widely known elsewhere in the Realms. Even street urchins in Waterdeep know this fragment from "The Ballad of Blacksaddle," by the minstrel Laetha the Wanderer:

And now the swordsmen raise their steel,
And now they bring their blades down,
Brigands scream and chargers reel
As a nomad crown comes crashing down.

However, beyond the familiar figure of the mounted man-at-arms of the barony in his blued chainmail with a surcoat adorned with a lone white turret on a black shield (the arms of the Barony), most folk across Faerûn know and have actually seen almost nothing about the Barony of Blacksaddle. In reality, it's a land of many small hill farms with walls of heaped stones outlining the fields. Everywhere stand watchtowers that locals can run to, each with its well. These sometimes serve travelers as a night's shelter, though locals frown on outlanders entering them.

The towns of Srynt, Telcharn, and the recently conquered Bloutar stand in the three corners of the realm. In the center of the triangle they make stands Blacksaddle Keep, home of the standing army of the barony, which is composed of over 300 swords (chainmail-clad, mounted men and women who wield swords, horsebows, and lances in battle) under the command of the lord marshal, who in turn reports to the baron. The lord marshal is assisted by a lord wizard of middling powers. The baron also commands the lord watchful, a sort of messenger and ombudsman equal in rank to the marshal who spends his time traveling the realm and observing problems, adjudicating disputes, and watching for perils to the realm.

In addition to farming, the folk of Blacksaddle earn their coins by stonecutting. Both blue gloss and red sheen (we would probably call them blue and red marble, respectively) are quarried in the Shaarwall, the ridge of hills along the southern edge of the realm that cloak the rise of land from the Border Kingdoms to the rolling plains of the Shaar. Stonecutting turns up gem lodes from time to time, and industrious artisans of the barony have perfected a means of crafting goblets, small coffers, and hand sculptures of stone dust and chips mixed with paste. The resulting substance is akin to our alabaster. To increase the sales of these fragile items, some merchant dubbed them "wizard ware," and the name has stuck, accompanied by various wild tales about magic being used in their crafting. Certain artisans of the barony are perfecting the carving of small whitestone cameo inlays for adorning jewelry and coffers fashioned in Calimshan and around the Lake of Steam from rainbow glass, polished amber, obsidian, and the like. Such work seems likely to ensure the prosperity of the barony for generations to come.

Of old, Blacksaddle Keep was the site of the Long Meadow, grazing land fought over by the proud, warring villages of Altrumpet and Shalard, which stood facing each other at either end of the meadowlands. Both named for the warriors who founded them, these haughty walled communities exhausted and impoverished themselves by over two decades of warfare. Both were swept away by Uorn Blacksaddle, "the Old Baron," who razed them both and forcibly resettled their citizens all mixed together at various locales around the barony he'd just founded. In another decade, the rival villages were but fading memories as the survivors, bolstered by all the warriors the baron could hire in the Vilhon, made war on the raiding nomads of the Shaar. The nomads feared that the baron planned to expand his holdings to take in all of the northwestern Shaar, and they made a determined effort to destroy the Barony of Blacksaddle. Baron Uorn rode forth against the nomads in his battered black coat-of-plate armor so often that he became an evil spirit in the eyes of the nomads. They prayed to him in hopes he'd spare them on the eve of every one of their raids against the Border Kingdoms.

Out in the Borders where brave folk ride,
Knights and ladies with nothing to hide,
Where courage lives and grace doth bide
In the land where heroes came—and died.

—Master Bard Misrath Oorlem,
"Song of the Border Ride"
Year of the Blue Flame

Uorn's trademark black armor vanished after his death. It was probably stolen, but locals swear they've seen it on misty nights, drifting along just above the ground as if someone inside it is silently treading the air. Soon after every sighting of the armor, an enemy of the barony attacks—and the troops of the barony have come to regard seeing the baron's armor as a clear, reliable warning of impending action.

Such bladeswinging comes often. The location of the barony and the comparative ease of entering it at speed on horseback down one of the many broad quarry cart roads make it a popular target for nomads, orc bands, and brigands seeking to raid into the Border Kingdoms. The barony's prosperity also makes it an attractive target. Its military reputation among so many neighboring lands whose overblown titles are jokes and whose armies are often amusingly inept) serves only to attract the arrogant-at-arms to try their mettle against the swords of the barony. The ongoing violence has begun to attract carrion-eating monsters, too, and a rumor persists that quarrying somewhere in the barony has broken through into caverns leading down into the Underdark and awakened evil creatures from below of such ferocity that the quarry had to be abandoned and a guard set over it to deal with the monsters breaking through the tons of stone rubble (mine tailings) that the lord wizard hastily telekinesed into the delve to block it off. This tale has been denied by the present baron (Thaltor, Uorn's only son, a careful and calculating man whose five young sons are all being trained to the sword), but it surfaces again and again with various twists and embellishments in the inns and taverns of Blacksaddle and nearby Border realms.

The Barony of Great Oak

This land consists of the high, wooded hills on the north bank of the Scelptar just downstream from the headwaters of that river in the thick, almost impassable Qurth Forest. Baron Brammath Freen, once a minor noble of Chessenta, rules over a sparsely settled but militarily capable woodland realm of small steadings and many foresters. The farms raise enough food to feed the barony, and the foresters catch enough game to feed their fellow citizens, but the barony has little to offer the outside world.

Traveling merchants are made welcome, of course. The coins that the careful hospitality of Great Oak's inns brings in buy many things not otherwise available in the barony. To further encourage travelers to drop their gold coins in the fingers of the barony's residents, a store stands near each inn, where merchants can purchase the forest syrup, woodcarvings, and berry wines made by local folk. An increasing local industry is the housing, healing, and provisioning of adventuring companies, who come to the barony to explore the ruins of Godswalk Keep and the long-abandoned dwarf hold of Copperdelve.

Godswalk Keep is said to have been a proud fortress city of humankind in the days when Netheril was in its proud ascendance. Today it is an overgrown valley of crumbling, tumbled stones haunted by spiders and ettercaps, where stones sometimes collapse under one's feet, plunging one down into dark cellars where treasure—or death—may await. The gods are said to walk these spider-haunted ruins when the stars

are right. At certain times of year, local lore insists, Garagos the War God walks in the ruins, slaying all creatures he finds except two: the Dancing Lady (the goddess Sharess) and the Forgotten One (the sinister, shadowy figure of Jergal).

Among sages, some decadent nobles, and some fellowships or clubs of adventurers, the Meeting of the Three (or the Howling, as it's sometimes called after the sound Garagos is said to make when he encounters the deities he cannot slay) is said to be one of the "must see" wonders of the Realms. This tradition is the origin of the motto "To See It and Survive It," which lives on today as a watchword of the underground followers of the god Savras: "To See and Survive." Some sages have written that those who position themselves so as to see the avatars of all three gods at once gain the power of *true seeing* as a priest can do with spells; (that is, alignment can be discerned) for a time. From discussions with Elminster, I have learned that the power seems to last for 1 day per experience level of the observing character.

Of course, for this power to be of any use, the beholding character must somehow escape the ruins alive, avoiding the blade barriers that Garagos is said to be able to cast from his hands and the energy drain that Jergal supposedly enacts by passing through living creatures. Sharess makes no attacks on anyone, but her passion and beauty as she dances are such that many observers are enthralled and stand fascinated and unable to look away from her while the other avatars sweep down upon them. Characters must make an Intelligence ability check for every round in which they are within sight of the Dancing Lady. Any failure results in stopping to watch for the next round, after which another check is allowed to escape the thrall.

The dwarven hold of Copperdelve is a small underground city overlying a dusty, disused copper mine. It's said the dwarves left when the copper ran out, but others believe that creatures from the Underdark invaded the mines and slew or drove out the dwarves. The place is certainly roamed by monsters today. Some adventuring bands even come to Copperdelve to gain experience in facing such foes.

The village of Great Oak itself is composed of a cluster of cottages, a mill, and an inn around the baron's home, tiny Great Oak Keep. The village was of old the site of a Talking Tree—an oak of huge girth—that has now vanished. Some sages believe that the oak was burned years ago by priests of Baelros, who believed it to be a vile thing whose dark power in the land must be destroyed.

The woods around the barony grow swiftly, and many a visitor has gotten lost on lanes that faded away into deep woods. The farms and even hamlets these roads once ran to have been reclaimed by the forest.

Bedorn

A verdant coastal land of water meadows, thickets, and treacherous bogs that defend it against anyone trying to invade from the heights of the Shaar, this little-known realm is quietly prosperous. The town of Dapplegate, nominally independent, marks the northern limits of Bedorn. The only other settlement south of Scelptarmouth, Oparl, is the center of Bedorn.

Traditionally a place where rich Calishite satraps maintained pleasure palaces to which they could sail, to hold parties or to go hunting, Bedorn remains a landscaped realm of great beauty, with greengrass and moss lawns—unheard of elsewhere in Faerûn—everywhere, trees planted or pruned back to arrange pleasing vistas for the eye, and the crumbling remnants of many grand palaces These palaces are often grandiosely overornate) and possess follies, terraces, and the like all around, fading into the encroaching woods.

Rich nobles, retired merchants, and archmages or high priests desiring seclusion for their studies still dwell here in grand houses, maintaining bodyguards (often as bored as they are richly uniformed) against the possibility of nomadic or pirate invasions. The last such strife, a pirate landing in Oparl, was bloodily repulsed by a flight of gargoyles sent forth by one of the resident wizards, Ilcanorr of Luthcheq. Ilcanor retired to Bedorn because the attacks of his rivals—and fearful neighbors—were interfering with his researches. His time was devoted to the perfection of items known as seven circling wands, wherein seven magical weapons are linked so a single being (or predetermined event or situation) could trigger one or more of them to unleash offensive magic, even though the wands aren't held by anyone and may in fact be hidden away behind panels, tapestries, or paintings in different rooms.

Bedorn does have industries: farms where rare and unusual pets are bred, reared, and trained for sale to merchants who trade in Calimshan, Chessenta, and the Tashalar; and at least one factory—Tantar's Fine Enchantments, just east of Oparl. At Tantar's, items of minor magic are crafted for sale to the wealthy. Tantar's makes certain spell scrolls, healing and love potions, glowing globes used to illuminate shops and homes, doors and shutters that have been firewarded; and glowing daggers +1. The daggers are enchanted so that a person linked to them can *locate object* on them without possessing any mastery of magic or casting any spell if within 70 feet . Thieves are warned that such businesses as Tantar's and the farms have very effective magical guardians.

Bedorn boasts all manner of wealthy, powerful, and eccentric citizens, but only the fearless and powerful dare poke around Bedorn to find out just who lives there and what they do.

Elminster has been singing me little trail ditties that Borderers seem to favor, and it has put me in the mood to spin one of my own:

And so our time together is done once more.
I hear Elminster grumbling at the door.
So adieu for now; I must make haste away
To gather Realmslore for another day.

❑

Elminster On Leave

Know ye, brave adventurers, that your quest to discover more of the world about you must continue for a time without my assistance. I fear that there are events elsewhere in the Realms that require my attention. The Enemy is never vanquished, only temporarily pushed back. It is stirring again, so I must do my part to keep it at bay.
Until swords part!
Translation: Sorry, folks, but I must take a brief sabbatical from my regular column in the Newszine. I have several projects which are occupying nearly all of my free time. Deadlines are met, only to show up again, so I must once again become one with my computer. Later!

Tumbling Dragons

DRAGON DICE™ Rules and Reference

by Lester Smith

In eons past, when time was young and creation malleable, the four powers of Nature—earth, air, fire, and water—brought forth two races of beings to care for their fledgling world. One race, the SELUMARI, *or coral elves, was created to husband the fluid forces of air and water. The other, the* VAGHA, *a dwarfish race, embodied the stability of earth and the tempering power of fire. Together, these two peoples worked to nurture their infant world into something glorious and beautiful.*

But Nature had a nemesis in Death, the spirit of entropy. In imitation of Nature, Death brought into being its own races: the MOREHL, *or lava elves, who worshiped fire and destruction, and the* TROGS, *a race of goblins, who sprang from earth and corruption. From the instant of their creation, the Morehl and Trogs sowed conflict, defiling the very world that gave them life and corrupting the older races who tended it. Soon, hordes of dispossessed Selumari, Vagha, Morehl, and Trogs swept back and forth across the land in endless battle.*

Now you can command your own armies of coral elves, dwarves, lava elves, and goblins in a struggle for mastery of the young world!

How to Win

In the DRAGON DICE™ game, players use dice to represent armies of humanoids and monsters doing battle for essential pieces of terrain. Any number of players can share in this struggle, though the first player to capture and hold two terrain dice wins the game.

How to Learn the Game

The best way to learn the DRAGON DICE game is by playing it. Rather than trying to learn the rules by just reading them, get out your dice and follow the instructions step by step. In no time at all, you'll be commanding armies like an old pro.

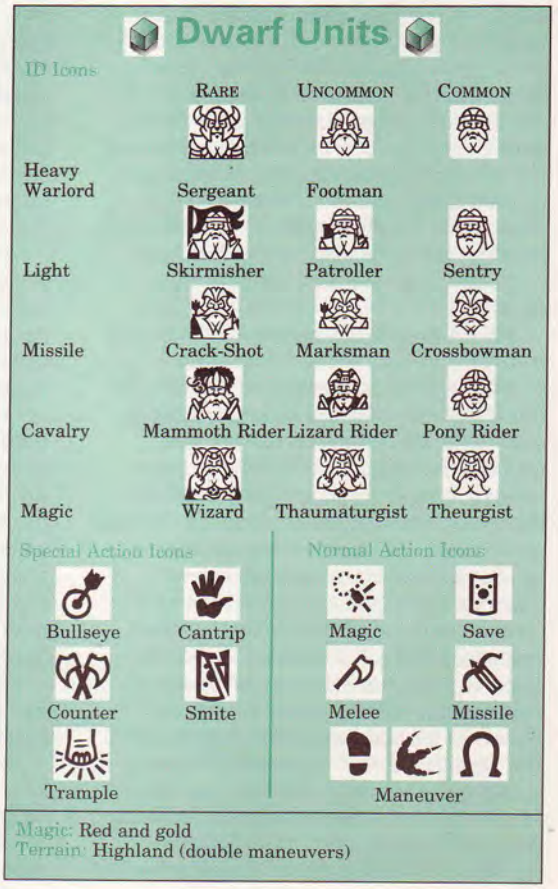
Each terrain type is made up of two elements: Coastland is blue and green; flatland is gold and blue; highland is gold and red; and swampland is gold and green.

Also, each of the four races in this set consist of two of the four elements: Coral elves are blue and green; dwarves are gold and red; goblins are gold and black; and lava elves are red and black. Other races—released in DRAGON DICE *Kicker Packs*—consist of different color mixes.

Monsters—available in *Kicker Packs*—are each allied to a particular race, and match that race's colors.

Unlike the races, dragons consist of but one element and are a single color.

HEALTH: Dice in this game must receive a specific amount of damage points before being "killed," which is defined by their health. The smallest



Basic Terms

Listed here are a few terms that you will need to be familiar with to understand the rules.

ARMY: Each player's collection of six-sided and ten-sided dice at each location on the table is called an army.

ELEMENTS: The colors of the dice represent magical elements. Gold signifies earth; blue indicates air; red typifies fire; and green represents water. In addition to these traditional elements, black connotes death.

six-siders have one health (in other words, are killed by one point of damage); the medium six-siders have two health; and the largest six-siders have three. Monsters—ten-siders available in DRAGON DICE *Kicker Packs*—have four health. The dragons—twelve-siders—have five health. (But dragons also have armored skin, which actually makes them even tougher! See the "Dragon Rules," page 14.)

ICONS: The symbols on the faces of each die are called icons. There are two types: *action icons* and *ID icons*. See the Reference Folder for a list of the icons for each race.

Action icons tell what action is possible, in game terms. If a die has an icon of a bow and arrow on one face, for example, it can shoot at enemy units.

ID icons serve to "name" dice. An icon of a dwarf wearing a feathered cap on a small die, for example, identifies that die as a "crossbowman." *But the most important thing about ID icons is that when they come up during a roll of the dice, each counts as one point of magic, melee, missile, maneuver, or save—whichever you need at the time.* For example, if you are rolling to strike an enemy in melee combat, each ID icon counts as one point of damage.

Individual icons are identified on the Reference Folder and defined later in these rules.

TERRAIN: The eight-sided dice in the DRAGON DICE game represent terrain—the land that armies battle to capture. The faces on each terrain die are numbered in sequence, and each face carries an action icon to represent, abstractly, how far any armies at that terrain are from one another and what sort of combat they can conduct at that distance. For example, if a terrain die currently has an icon of an arrow on top, that indicates that missile fire (arrows and such) can be used at that terrain.

UNIT: Each individual six-sided and ten-sided die is called a unit. Together, these units make up a player's armies. Dragons (twelve-sided dice) are not considered units and are never part of an army.

Details of Play

A brief outline of play can be found in the Reference Folder. Keep it in front of you as you read this section.

Set-Up

All set-up takes place before battle begins.

1.) **SET CONFLICT SIZE**: The DRAGON DICE game should always be played with an equal number of health points in each player's forces. (Good force sizes are 23 points—made by using just the dice in the basic game—or 35 or 50 points.) Each player must also bring one dragon die to the table (regardless of his point totals), plus another for every 25 points in his forces. (For example, at 23 points a player brings only one dragon die; at 35 points he must bring two; and at 50 points he must bring three.) For each dragon a player fails to bring, his starting forces are reduced by 3 points.

2.) **ASSEMBLE ARMIES**: Each player divides his units by race, then chooses one race to serve as his *home army* and one to serve as his *campaign army*. The remaining races collectively become a *horde* that plagues another player's homeland. (Write your name on the three Banner Cards provided, and use them to mark your armies.) Players should build and choose the roles of their armies in secret, so other players won't be able to make decisions based on their opponents' strategy. Use a screen to hide your dice during the assembly phase. (*Note*: If a player brings less than three races to the game, he still must split his units into three forces, choosing one single-race force as his home army, one single-race force as his campaign army, and any other dice he wishes as the horde.)

Any dragons a player brings to the game are set to his left, in what will be his *dead unit area*.

3.) **SET TERRAIN**: Each player chooses one of the terrain dice he owns to be his *home terrain*, defended by his home army. There are four different terrain types—flatland, coastland, highland, and swampland—each with a different mix of colors and action symbols. Also, the eighth face of each terrain die carries a random special location icon, which takes effect once an army controls that die (see "The Eighth Face" on

page 13). Each player also chooses another of his terrain dice (the only other one, if playing right out of the box) and sets it forward as a proposed *frontier terrain*.

4.) **Determine Player Sequence**: Each player reveals his forces, then rolls his horde and adds up all maneuver icon results. (The reference boxes in this article list each race's normal and special action icons, where you will find maneuver icons.) The person with the most maneuver points becomes the first player. The person with the second highest number becomes the second player, and so on. Seat the players clockwise based upon their hordes' maneuver results. The player who rolled the highest maneuver also gets to choose which proposed terrain die becomes the frontier. Take the others out of the game.

5.) **Place Armies**: Two rules govern the placement of armies at the *beginning* of the game: 1) No player may have more than one army at a particular terrain die, and 2) no more than three armies can occupy a terrain die.

With these rules in mind, the first player sets his home race at his home terrain, his horde at the home terrain of another player, and his campaign army at any other terrain on the table. The second player then places his armies, and so on.

6.) **Determine Battle Distances**: Each player rolls his home terrain die to determine at what distance battle there begins, and the first player rolls the frontier die. Reroll any result of 8.

Turn Sequence

Each turn, the player may act with only two of his armies, then make a reserve move.

1.) **First March**: The acting player chooses one of his armies to act with. The army may be at a terrain or in the player's reserves (see step 3 below).

Maneuver: If the acting army is at a terrain die, the player may try to turn the terrain die up or down one step (from face 5 to face 6 or 4, for instance). If he decides not to maneuver, go to "Action," below.

If the player wishes to adjust the terrain, he simply announces, "I'm maneuvering," without saying whether he intends to adjust the die upward or downward. Players with an army at the same terrain can—if they want—try to oppose the acting army's maneuver, announcing, "I'm counter-maneuvering."

If no players oppose the acting army's maneuver, the acting player automatically adjusts the terrain die upward or downward one face, without rolling his army. On the other hand, if the acting army's maneuver is opposed, that army and all counter-maneuvering armies are rolled. Compare individually the acting army's roll against each counter-maneuvering army's roll. *If the number of maneuver icons rolled by the acting army equals or exceeds that of each counter-maneuvering army, the acting army's maneuver succeeds, and the acting player may adjust the terrain die upward or downward one face. However, if one or more of the counter-maneuvering armies rolls more maneuver icons than the acting army, the maneuver fails and the terrain remains unadjusted.*

Action: If the acting army is at a terrain die, its action is dictated by the face currently "up" on that terrain: melee, missile, or magic. If the acting army is in reserve, however, it may only cast magic (see below).

Melee: If the melee symbol is showing on the terrain, the acting army may fight an opposing army at the same terrain with hand-to-hand combat. This may take one of two forms—skirmish or charge—as the attacker chooses.

Skirmish: The acting player selects a target army and rolls his own army for melee hits. Each point of melee counts as one point of damage to the target army. (See "Damage," below.) If damage is caused, the target army then rolls for saves. As a result of the attack, the target's morale may break. (See "Routing," below.)

If any dice remain in the target army, and it did not rout, it rolls for melee hits on the attacking army. As above, each point of melee counts as a point of damage on the acting army. The acting army must roll for saves if it suffers damage, and its morale may break. (See "Damage" and "Routing," below.)

After one exchange of blows, the action ends, and the acting player goes on to the next step of his turn—Second March or Reserves—unless his army has routed.

Charge: Instead of skirmishing, the acting player may declare a charge. He chooses a target army and rolls his own army once to attack. Each point of melee *and* each point of maneuver rolled count as a point of damage to the target. *At the same time*, the target army is rolled once as well. Its save results are counted

Special Action Icons

Effects of special action icons on rare six-siders are explained below. (Effects for the special action icons on monsters are explained in the Kicker Packs.)

Bullseye: During a missile action, this special attack targets a unit of the acting player's choice. Only the target rolls to save. If it does not save, it is removed from its army before the army rolls to save from any other missile results.

Cantrip: During a magic action, the cantrip counts as normal magic. But during any other action—including rolling for saves—it can be used to purchase immediate spells (do not double).

Counter: During a melee attack, the counter acts as a normal hit. But during a roll for saves in melee, it counts as both a save and an immediate hit upon the attacking army, which may not use saves against it. Counter never causes a rout.

Fly: This icon serves double duty, acting as either maneuvers or saves, as needed.

Rend: During melee, the rend counts as normal hits, but the rending unit may be rolled again immediately, applying the new result as well. During the maneuver step, rends instead count as movement.

Smite: During a skirmish attack, no saves count against these hits. Units hit by the smite are removed before rolling for any saves against any other hits.

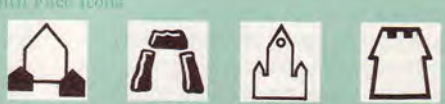
Trample: A trample counts as either maneuvers or melee hits as needed. During a charge, it counts as both, doing double damage.

Terrain Icons

Normal Icons

Magic Melee Missile

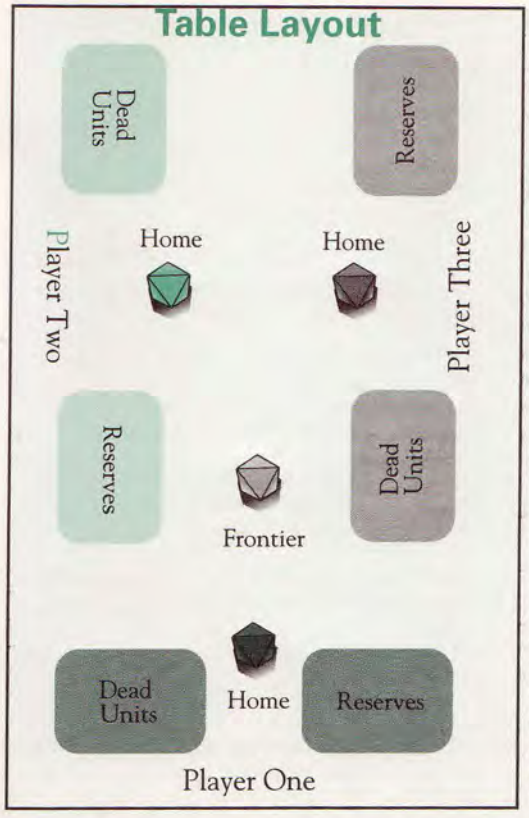
Eighth Face Icons



City Standing Stones Temple Tower

Terrain Types

Coastland: Blue and green (air and water)
Flatland: Blue and gold (air and earth)
Highland: Gold and red (earth and fire)
Swampland: Gold and green (earth and water)



against the damage done to it, and its melee results are counted against the attacker. The attacker gets no chance for saves of its own. The morale of one or both armies may break as a result, and the armies may rout.

After the charge has been resolved, the action ends, and the acting player proceeds to the next step of his turn—Second March or Reserves—unless his army has routed.

Missile: If the missile symbol is up on the terrain die, the acting army may attempt to shoot an opposing army. The target may be at the same terrain as the firer, or missile fire may instead reach from any home terrain to the frontier, or from the frontier to any home terrain.

After choosing a target, the player rolls his army and counts up the number of missile results. Each point of missile fire counts as one point of damage to the target army. If any damage is caused, the target then rolls for saves. If the firer and target occupy the same terrain die, the target army may rout. Unlike during melee, the target army can't attack back, even if occupying the same terrain.

After the acting army's one missile attack has been made, the action ends (unless the target army is routing), and the acting player proceeds to the next step of his turn—Second March or Reserves.

Magic: If the magic symbol is showing on the terrain die or the acting army is in reserve, the acting army may attempt to cast spells. The acting player rolls his army, separates those units with magic icons up, and decides how he wishes to spend those magic points to purchase spells from the spell list found on the Reference Folder. *Magic can target any army in the game—including those in reserve—except where noted otherwise.*

Each spell on the list is preceded by a cost in magic points. The player can purchase as many spells as he has magic points for, even purchasing the same spell multiple times for enhanced effect, except where noted otherwise. (*Example*: A player purchasing *breath of life* three times could use the combined effect to resurrect three units of one health each; one unit of three health; or one unit of one health and a second unit of two health.) The caster announces which spells are to be cast and the targets for each before resolving any of them.

Each unit may cast magic according to its colors—blue can cast air spells; green, water; gold, earth; red, fire; and black, death. Points of a particular color can be combined from unit to unit as the player sees fit, and multiple points on a particular die can be divided between that unit's colors. (*Example*: One point of magic from a goblin [gold and black] and two points from a dwarf [gold and red] can be combined to obtain any of the following types of magic: Three points of gold; two points of gold and one point of red; two points of gold and one point of black; two points of red and one point of gold; two points of red and one point of black; and lastly, one point of gold, one point of red, and one point of black.)

Terrain Advantage: Any points spent on a color of magic that matches a color of the terrain where the army is are doubled. (*Example*: If the terrain was flatland [gold and blue], the goblin and dwarf in the example above would double their gold points. If the terrain was highland [gold and red], the dwarf would also double his red points.)

Death Magic: Any points of black magic spent by an army not in reserve may be doubled by "burying" an equal health value of dead units. (See "Damage" for information on dead units.) Any player can be targeted for the loss; however, that player chooses which of his dead units are buried.

Reserve Magic: An army in reserve may cast spells, but can never double its magic points.

2.) **Second March**: The acting player chooses the second (and last) of his armies to act with, as detailed above.

3.) **Reserves**: After finishing both of his marches, the acting player can send units from and to his reserves. *Each player's reserve army is kept to that player's right.* A reserve army cannot attack or be attacked except by magic.

Reinforce: If he has any units in reserve, the acting player can remove any or all and place them at any terrain die or dice in play. If he already has an army there, the reserve units join that army (regardless of its original races). If he does not already have an army there, the reserve units become a new army of their own.

Retreat: After completing any reinforcement, the acting player may remove any or all of his units from the terrain dice they occupy and place them in reserve.

Water: Green

Cost	Spell
1	Watery Double: Give one automatic save to the target army until the end of your next turn.
2	Wall of Ice: Give an army three automatic saves until the beginning of your next turn.
3	Wall of Fog: Halve (rounding down) all maneuver rolls at the target terrain, and all missile fire into or out of it, until the beginning of your next turn. (This spell may not be multiplied.)
4	Flash Flood: Reduce the target terrain die one step. Any army at the terrain can negate this effect by immediately rolling at least eight maneuver results. (This spell may not be multiplied.)
6	Summon Green Dragon: Send a green dragon to any terrain.

Earth: Gold

Cost	Spell
1	Stoneskin: Add one automatic save to the target army until the beginning of your next turn.
2	Dust to Dust: Choose one health worth of any player's dead units to be buried.
3	Path: Immediately move one of your units (any size) from one terrain to another.
4	Transmute Rock to Mud: Subtract six from the maneuver rolls of the target army until the beginning of your next turn.
6	Summon Gold Dragon: Send a gold dragon to any terrain.

Air: Blue

Cost	Spell
1	Hailstorm: Inflict one hit on the target army. It may roll saves.
2	Breath of Life: Restore one health worth of units from death to the casting army.
3	Lightning Strike: Inflict five hits on a target die. Target may roll saves. (Dragon target is destroyed if it rolls belly up.) (Multiple strikes on a single unit are resolved one at a time.)
4	Wind Walk: Target army gains six automatic maneuver results until the beginning of your next turn.
6	Summon Blue Dragon: Send a blue dragon to any terrain.

Damage

Damage inflicted on an army sends units to the dead unit area. If the target rolls saves, each point of save negates one point of damage. Each point of damage remaining causes the loss of one health worth of units. The owner chooses which units are killed, unless a special effect dictates otherwise.

If possible, enough dice must be discarded to cover the health loss, *but never in excess of that loss*. (*Example 1*: If two points of damage are inflicted on an army consisting of two one-point units, one two-point unit, and one three-point unit, the owner could discard both one-pointers or the single two-pointer, but not the three-point unit. *Example 2*: If one point of damage is done to an army consisting of one two-point unit and one three-point unit, neither unit is killed, because both have more than one point of health; the damage is simply ignored.)

Dead units are placed at the owning player's left. They can be restored by certain magic spells and special events.

Some actions (such as the doubling of black magic) can cause dead units to be "buried." Buried dice are removed from the game entirely. They cannot be returned.

Routing

An army attacked by an enemy at the same terrain may rout (run away). When rolling to save (or when making its one roll during a charge), if the army rolls more ID icons than other saves, it begins to run away.

If the opponent wishes his army to pursue, he turns the terrain one step lower in number and immediately acts again as dictated by the new terrain face. This may lead to another rout, in which case the opponent has the choice to pursue again, and so on.

An army that routs because of a melee skirmish attack forfeits its chance to counterattack its opponent.

In a charge attack, all damage is resolved before any rout takes effect. If a charge attack leads both armies to rout, the terrain die is automatically turned one step lower in number and the action ends there. (The charging army counts its saves to avoid routing, but not to avoid damage.) The acting player proceeds to the next step of his turn—Second March or Reserves.

No rout can occur when the terrain die is at face number 1.

The Eighth Face

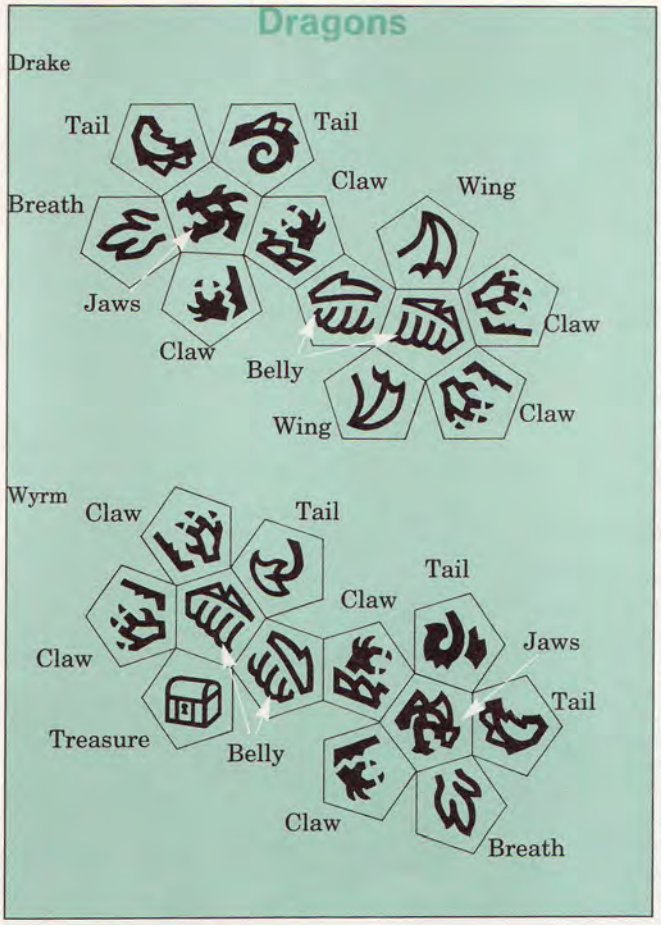
If a terrain is pushed to its eighth face, the army doing so immediately "captures" that terrain. Or if an army enters a terrain (see "Reserves," below) already turned to the eighth face and no oppo-

Fire: Red

Cost	Spell
1	Ash Storm: Subtract one from all armies' rolls at the target terrain until your next turn.
2	Spark of Life: Restore one health worth of dead to the casting army.
3	Burning Hands: Double one unit's melee results until the beginning of your next turn. (Multiple castings affect multiple units.)
4	Dancing Lights: The target army's missiles and magic results are halved until the beginning of your next turn. (This spell may not be multiplied.)
6	Summon Red Dragon: Send a red dragon to any terrain.

Death: Black

Cost	Spell
1	Reanimate Dead: Return a dead one-health unit to the casting army. (Multiple castings reanimate multiple one-health units.)
2	Palsy: The target army suffers a penalty of –1 to all its rolls until the beginning of your next turn. (Example: Twelve hits reduce to eleven, seven saves reduce to six, etc.)
3	Finger of Death: Inflict one hit on a target unit. Target may not roll saves.
5	Open Grave: Until the beginning of your next turn, all units killed in one of your armies go to your reserves rather than to the dead unit area. (Multiple castings affect multiple armies.)
6	Summon Black Dragon: Send a black dragon to any terrain.



nents' units are there, it catures the terrain. *In either case, if this is the acting player's second captured terrain, he immediately wins the game!*

An army that has captured a terrain receives several special benefits for as long as it retains control of that terrain: 1) The results of any save rolls it makes are doubled, as are those of any maneuver rolls; 2) it is free to conduct melee, missile, or magic as its action, as the army's owner sees fit, but any opponents attacking the army from the same terrain can conduct only melee attacks; and 3) it may make use of the particular icon on the eighth face—city, standing stones, temple, or tower—as defined below.

An army loses control of a terrain if that terrain is ever moved from its eighth face, or if the army leaves the terrain or is destroyed. (Another army might maneuver to turn the die, for instance, or the possessing army might pursue in a rout.)

City: Any player who owns an army in control of a terrain with this symbol may, at the beginning of his turn, "recruit" a one-health die—returning it from the dead to this terrain—or "promote" a unit of the army in control—trading it in for a dead die of the same race but worth one health more. (Three-point units cannot be promoted to monsters.)

Standing Stones: All units of an army controlling a terrain with this symbol can cast magic of the terrain's color, even if they cannot normally cast that color of magic.

Temple: An army in control of a terrain with this symbol is immune to death magic. Also, at the beginning of his turn, the player who owns the army may force any other player to bury one of his dead units. The target player chooses which of his units to bury.

Tower: An army in control of a terrain with this symbol can shoot farther than normal, aiming its missile fire at any target at any terrain in play (but not in the reserve areas).

Special Rules

The following rules apply to special circumstances in the play of the game.

Special Action Icons
The rare units have a number of special action icons. These special icons take effect *before* normal icons. Effects of special action icons are explained on the Reference Folder. (Effects for the special action icons on monsters are explained in the *Kicker Packs*.)

Special Abilities
Beyond its particular mix of magic and combat, each race also has a unique special ability in its native terrain.

Coral Elves: The Selumari count their maneuver results as additional saves when rolling for saves in coastland terrain. *A lighthearted race that loves open skies and sea, the Selumari inhabit magical ships of coral which can sail along the water or through the air.*

Dwarves: The Vagha double their maneuver results in highland terrain. *Dwelling amid the crags and caves of the world's young mountains, the Vagha know every detail of this fiery terrain and, when pressed, can create paths through the very earth.*

Goblins: The Trogs double their maneuver results in swampland terrain. *Filthy creatures who revel in the muck of the swamps, the Trogs can command the muddy earth of these regions to either firm beneath their feet or carry them along like a river.*

Lava Elves: The Morehl count their maneuver results as additional saves when rolling for saves in highland terrain. *From long familiarity with the fiery lava rivers in caves within the mountains, the Morehl can easily find fumaroles to hide within when attacked, or even call up flame to ward off damage.*

Dragon Action Icons

The icons on the dragon dice are explained as follows.

Belly: The dragon's five automatic saves do not count for this battle.

Breath: Against another dragon, dragon breath negates the usual five saves until the end of the next player's turn. Against units, dragon breath effects depend upon the dragon's color:

- Gold—Turn to Stone: Five units from the target army are killed unless they can roll a save individually. The army's owner chooses which dice are targeted.
- Blue—Paralysis: The target army may roll for nothing but saves until the end of its next turn.
- Red—Flame: Five health worth of units from the target army are killed and buried. The army's owner chooses which units are lost.
- Green—Frost: All rolls made by the target army (or any of its individual units) are halved until the end of its next turn.
- Black—Disease: Any units in the target army that roll an ID icon are killed.

Claws: A dragon's claws do five points of damage.

Jaws: A dragon's jaws do ten points of damage.

Tail: The dragon causes three points of damage and may immediately roll again. The target army's saves are compared to the total damage.

Treasure: One unit in the target army may be promoted. (Trade it in for a dead die of the same race but worth one health more. Three-health units may not promote to monsters.)

Wing: The dragon flies away. (Return it to the owner's dead unit area.)

Dragon Rules

Combat with dragons occurs before the normal sequence of events, as explained below. Each dragon has five health, but it also has five automatic saves (except when its belly icon is up).

Dragon Attack: Whenever a lone dragon and an army are at the same terrain, at the beginning of that army's owner's turn—*just after spells expire, but before anything else occurs*—the dragon attacks. The owner of the dragon die rolls it and checks the action icon list on the Reference Folder. *At the same time*, the acting player rolls his army to determine its effect—if any—on the dragon. The army's owner chooses either melee or missile results (whichever is higher) to count against the dragon, and all saves also count against the dragon's attack (unless noted otherwise below). ID icons are used for melee, missile, or save results, as the owner desires.

If a breath attack is rolled, any special effects it calls for are applied after the army's roll takes effect.

Dragon Slaying: After suffering any losses due to dragon attack, an army that slays a dragon may promote as many units as possible. (Trade in each unit for a dead die of the same race but worth one health more. However, three-point units can never be promoted to monster units.)

Dragon Vs. Dragon: When dragons of different colors are in the same terrain, they attack one another rather than the acting player's army. Each dragon's owner chooses another dragon as a target. All dragons are rolled simultaneously and the results applied.

If multiple dragons of the same color are in the same terrain, they all attack the acting player's army at the same time. If there are multiple dragons of different colors, they attack one another, matching colors ganging up on the others.

Outline of Play

The following outline gives a summary of play for easy reference.

Set–Up

In preparation for play, follow these steps:

1) Set conflict size
2) Assemble armies
3) Set terrain
4) Determine player sequence
5) Place armies
6) Determine battle distances

Sequence of Play

Each player performs his turn in the following order:

1) First March
   –Maneuver
   –Action
2) Second March
   –Manuever
   –Action
3) Reserves
   –Reinforce
   –Retreat

Dice Modifiers

Modifiers to an army's rolls (such as the penalty for an *ash storm* spell or the bonus from a *watery double* spell) do not apply to an individual unit when it must roll separately (as when saving versus a *lightning bolt* spell).

Whenever a roll is used for more than one effect (when an army is defending versus a charge, for instance), any modifiers to that roll are applied to those effects as the army's owner desires. (For example, a –3 penalty from a triple *ash storm* spell could be applied to either the saves or melee results of an army being charged, or it could be divided between those effects. It could not be applied to the army's missile results, for instance, because missile results do not count during a charge.)

Modifiers that add or subtract are applied before those that multiply or divide.

Because movement from terrain to terrain (or reserves) occurs by units, modifiers to an army's rolls do not travel between locations. ❑

A Kingdom for Every Player

The BIRTHRIGHT™ Domain Sourcebooks: To Cerilia—and Beyond!

by Roger E. Moore

This article answers the following questions that gamers have asked about the BIRTHRIGHT campaign's most unusual product—the Domain Sourcebooks:

* What are they, and what's in them?
* Which domains are going to be covered, and how do they differ from one another?
* Can my PC from another campaign come to Cerilia and run one of these domains?
* Can I make use of the Domain Sourcebooks if I don't use the BIRTHRIGHT rules?
* Can I port the BIRTHRIGHT rulership system into another AD&D® campaign, so that players in my group can run kings and queens elsewhere?

Some Basic Points

Before getting into these complex questions, a little review would help.

The BIRTHRIGHT campaign that TSR launched in July is a striking departure from its previous AD&D game worlds. You may know by now that the system allows players to create characters who are the rulers of great kingdoms, merchant guilds, temples, thieves' guilds, and magical networks that span huge tracts of land.

Kings and queens govern their domains with the aid of hereditary magical powers of divine origin. (Those with such bloodline powers are said to be "blooded"; blooded rulers are "regents.") These rulers can raise or lower taxes, field mighty armies, build castles and trade routes, send spies and diplomats abroad, cast mighty spells, weave intricate plots, and otherwise conduct their royal business in any manner they choose.

Regents have an aura of command and presence as a result of their supernatural powers. As a result, they gain the support of those they rule. This aura of command is measured in the BIRTHRIGHT campaign as Regency Points.

An important aspect of the BIRTHRIGHT line is that many of its accessories are aimed at players, not only Dungeon Masters. Foremost among these player accessories are the Domain Sourcebooks, each being a 32-page description of a kingdom that a player's hero can be allowed to govern. The DM, of course, has final say over what's allowed, but the BIRTHRIGHT campaign's entire intent is to open the whole spectrum of royalty and rulership to all who play the AD&D game. You get these products because the players want their characters to be kings.

The kingdoms in the Domain Sourcebook series were specifically chosen for their variety, playability, uniqueness, and high potential interest. A wide assortment of domains is offered, from relatively large, powerful realms down to tiny kingdoms barely more than a large city, some towns, croplands, and (usually) the headquarters of an "invisible domain" such as a guild or temple group. Potential rulers for these domains were also selected for their variety, as some domains work best with a particular character type governing them—warrior, rogue, priest, wizard, elf, or dwarf. Finally, each domain was saddled with its own particular set of problems, ranging from imminent invasion by a neighbor to civil revolts.

I was the creative director in charge of the BIRTHRIGHT line through much of its development. (Andria Hayday handled it before me, and Karen Boomgarden is in charge of it now.) I recall quite a few debates that went on in the group concerning the contents of these Domain Sourcebooks. We knew that we were handing out entire kingdoms for game play, so the question of balance was a very troublesome one. The BIRTHRIGHT game mechanics for rulership, however, are complex and allow for many options in game play. A tiny, one-province kingdom can play havoc with a much larger opponent contemplating invasion, especially if the smaller kingdom can gain support from allies. It is very reasonable to think of a typical BIRTHRIGHT session as a cross between Risk and Diplomacy, with the AD&D game woven through it.

What's In Each Sourcebook

The double-gatefold cover of each Domain Sourcebook, printed in full color, presents important details like the kingdom's coat of arms; a detailed map of the domain, showing many features not found on previous wide-area maps in the BIRTHRIGHT boxed set; a map of the domain's holdings, showing the guilds, temples, government and military outposts, and magical sources lying outside the domain that have direct connections to the domain (belonging to the domain's ruler or other major NPCs); the ruler's family tree and ancestry; a map of the ruler's palace, manor, or personal home; and whatever else we have room to stick there. (Designers have some leeway here.)

The 32-page inside booklet offers many details on the domain, elaborating greatly on whatever was presented on the kingdom in the boxed set or other accessories. After the introduction to the domain and some words on how to use it, you find an overview of the domain, written as if by a major NPC who is an ally of the ruler; a history of the domain (settlements, wars, ethnic groups, religious influences, major conflicts, migrations, old governments, growth and losses of territory, feuds, continuing problems, current enemies/allies); a geography of the domain (topography, provinces, cities and towns, estates, natural resources, normal flora and fauna, dangerous wildlife and monsters, climate and weather, agriculture and crops, roads

and routes, landmarks, scenic areas); details on the government and society (politics, armies, culture, religion, arts and entertainment, transportation, communication, imports/exports, economics, trade); maps of the capital city, with a short history and details; descriptions of major NPCs in the domain (barons, high priests, bandit chiefs, major wizards, politicians, guildmasters, etc.), with details on the royal family, heraldry, and major bloodlines in the area); a list of all holdings within the domain (law, guild, source, temple); adventure hooks for the DM to use (rumors, special secrets that only the player and the DM will know, plots, etc.), and specialized strategy and advice for the player in governing this domain.

This is a lot to jam into just 32 pages. Again, designers have some leeway in choosing the exact contents of each Domain Sourcebook, so look for some variation between products. The nature of a domain will also affect the contents. For example, Roesone is a medium-size warrior's domain with seven provinces; Medoere is a smaller (three-province) theocracy with a temple network branching into neighboring kingdoms; Endier and Ilien are tiny one-province domains, each with a larger "invisible domain" network branching out from it (a merchant guild for Endier, and a magical source network for Ilien).

Which Domains Appear?

The release schedule for the first year of products (through June 1996) is presented below, in the following format:

On-Sale Month & Year
Domain (Alignment/Provinces/Recommended regent): Comments and notes. (na = not available)

July 1995
Roesone (N/7/Warrior): A secure, wealthy, medium-sized domain in Anuire, noted for its internal politics and rivalries.

Endier (NE/1/Rogue): A tiny but well-kept Anuirean domain with a large and far-reaching trade guild; borders the Spider.

September 1995
Ilien (N/1/Wizard): A tiny Anuirean coastal country with a widespread magical source network; neutral in international politics.

Medoere (CG/3/Priest): A small Anuirean theocracy with a smoldering border conflict with Diemed; temple network is widespread.

Tuornen (N/8/Any): An Anuirean domain in which tense political balancing acts are required daily; multiple potential and real enemies; borders the awnshegh Rhuobhe Manslayer.

December 1995
Ariya (LG/7/Paladin): First published Khinasi domain; coastal steppe kingdom at war with neighboring Red Kings of Aftane.

Talinie (LG/7/Priest): A medium-sized Anuirean theocracy; very rich in natural resources; frequent goblin and bandit raids.

March 1996
Baruk-Azhik (LG/5/Any dwarf): First demihuman domain; mountainous dwarven kingdom; constant warfare with orogs in lower caverns.

Binsada (CG/11/Warrior female): A Khinasi domain of ranchers, herders, nomads; traditionally ruled by a queen.

June 1996
Halskapa (na/8/Warrior): First published Rjurik domain; wealthy, powerful realm with brewing succession battle.

Khourane (CG/11/Wizard): Old Khinasi coastal domain having conflicts with three awnsheghlien and a wizard usurper.

Tuarhievel (N/7/Warrior elf): Forested "traditional" elven domain (second demihuman domain); introverted and anti-human, but worst enemy is the Gorgon.

Can My Character From Another Campaign Go to Cerilia and Rule a Domain?

Yes and no. Yes, your other-world character can reach Cerilia using magical items like the well of the worlds and cubic gate, spells like teleport or astral spell, psionic powers like Probability Travel, magical gateways, and so on. As noted later, limited travel between Cerilia and places like Faerûn, Kara-Tur, Ansalon, Taladas, the Flanaess, Karameikos, Glantri, the Rock of Bral, and so forth is not unknown. (No spelljamming access has yet been made; we'd rather that blooded characters knew nothing of such marvelous troop transports.)

However: No, your other-world character cannot govern a Cerilian domain.

You'll recall that the BIRTHRIGHT world is structured so that the rulers have divine bloodlines granting them the ability to receive Regency, which can be interpreted as supernatural command and charisma, divine favor, the loyalty and support of the populace, or a bonding with the land governed (or, better yet, all of the above). Unblooded characters have no access to Regency Points and thus cannot perform many of the critical functions required of a ruler.

Unblooded characters still have lots they can do. They can become generals, wizards, advisors, heroes, mayors, and so forth. They can become major players and plotters—but they must stay off the royal throne. They cannot run temple networks or cast clerical realm spells, but can run individual temples or take on holy quests; they cannot run guilds, but can manage individual banks, trading houses, ship fleets, or company offices; they cannot rule source networks and cast realm spells, but can perform magical research and weave sorcerous adventures.

Any attempt to directly govern without Regency will be met with failure, likely with immediate and unpleasant consequences (palace revolt, attempted assassination, dungeon imprisonment, civil war, attack by realm spells, etc.). Neither the domain's populace nor palace personnel will regard an unblooded character as legitimate. If the unblooded usurper is very powerful personally, he might get away with a brief reign—but he will face unending challenges and attacks at a rate and with an intensity far greater than any blooded regent would face. Provincial rebellion is almost certain, and neighboring domains would quickly seize the chance to support the rebellion, take the rebellious provinces into their own fold, and besiege the capital. People would almost rather put up with an awnshegh in charge than an unblooded character; at least a wicked awnshegh has a touch of the divine and an aura of command, and thus a "right" (by might) to govern.

The history of Cerilia does include mention of a few individuals who claimed to have come from "other worlds," and Cerilian wizards and sages have no reason to doubt them. (Some Cerilian wizards and priests have themselves been to other worlds.) However, such "foreigners" have nearly always been footnotes in the pages of Cerilian history, never achieving the great power to shape world affairs that blooded

characters have.

As a consequence, DMs may set up short-term visits to Cerilia by characters from almost any other AD&D game world. The lone exception would be characters from the DARK SUN® campaign, which has been repeatedly noted as being cut off from all other worlds. Access to the city of Sigil in the PLANESCAPE™ campaign and to the many awful realms of the RAVENLOFT® campaign may thus be made in the usual ways. (As a side note, no awnsheghlien are yet known to have been transferred by the Mists to govern Ravenloft's evil domains, though many have certainly earned the "privilege.")

Can I Use BIRTHRIGHT Products in Another Campaign?

This question, brought up early on by gamers, on-line commentators, and TSR Games division designers and editors, has provoked a lot of thought here. Answers generally vary according to the person you ask.

My own answer follows. If you are the Dungeon Master of a another AD&D campaign (and, in some cases, some other campaign), I say Yes, you will find the Domain Sourcebooks and BIRTHRIGHT boxed set to be of great value for what they will teach you about running campaigns based on rulership and politics.

Now, you may not want your players to have kings for characters in your other campaign. But one or more of the PCs might get a plot of land, build a castle, become a local baron, and so on. What larger political framework exists around this landed PC? To whom does this PC owe fealty? What potential allies and foes exist to assist or challenge the PC? How can you make diplomacy and tax collecting interesting and playable?

If you want to explore these issues, I strongly suggest that you get the BIRTHRIGHT boxed set and two or three Domain Sourcebooks, particularly those most like the kingdoms in which your heroes are setting up their homes. Read up on how rulership works in Cerilia, then borrow or adapt those rules you like best into your own campaign. Then read the accessories, and borrow or adapt what you like best from them for the local political situation.

For example, suppose you are the DM of a GREYHAWK campaign centered around Nyrond. Nyrond was hammered badly by the forces of Iuz during the Greyhawk Wars and is in some turmoil, but it's still hanging on. Say that one of the PCs wants to set up a castle and become a tax-collecting lord; all of his friends want to mooch—ah, ally themselves with that PC and offer their eager and varied professional services in lieu of rent.

I say, have the PC be summoned by an official of the court of Nyrond, who will read a proclamation recognizing his great deeds and rewarding him with a castle and many acres of land. Just outright give the character his own miniature kingdom—but place it right on the border with Iuz. The castle area has been overrun by Iuz's orcs in the past, but they were recently forced out of the region. Now someone has to take that land by force and hold it against counterattacks, turning it into a useful province again. In essence, the player character will be turned into the equivalent of a provincial lord or governor from Cerilia—not a true king, but an excellent compromise in political power. The DM still retains control over the larger scope of the campaign's politics, but the PC is now an important regional player.

Before starting this Nyrond-border campaign, the DM should get copies of the following Domain Sourcebooks: Roesone, Tuornen, and Talinie. Roesone is a fairly basic sort of kingdom but has plenty of material on internal politicking to keep PCs on their toes. Tuornen, like Nyrond, borders a xenophobic kingdom governed by a grossly powerful supernatural nonhuman; the parallels for campaign adventures and politics are obvious. Talinie has serious problems with bandits and goblins within its borders; Nyrond gets similar invaders from Iuz and the remains of the Great Kingdom. Look at the NPCs, the plots, the secrets, the monsters, and the regional descriptions in these sourcebooks, and take what you like best.

Want some hints on running a campaign in Celene, the GREYHAWK world's major elven kingdom? Get the sourcebook on Tuarhievel, due out next year. Want to run a thieves' guild out of the Bandit Kingdoms, or a merchant guild out of the City of Greyhawk? Definitely get the book on Endier. Got a dwarven or gnomish stronghold in the Flinty Hills? Get the book on Baruk-Azhik and look for parallels.

In the FORGOTTEN REALMS® setting, you may wish to add more spark to your Cormyr-based campaign. Again, get some of the Domain Sourcebooks showing fairly "traditional" kingdoms: Roesone and Tuornen come first to mind. The BIRTHRIGHT boxed set would be of even more use as its information is more general, but the specifics of Domain Sourcebook would be valuable nonetheless. Other domains in the Realms, such as Sembia, Evermeet, the Border Kingdoms, and the Moonshaes, might benefit from this sort of "campaign crossbreeding." Ed Greenwood's long-running column in POLYHEDRON® Newszine, "Elminster's Everwinking Eye," provides much helpful detail on this topic. (Note that Evermeet, like Celene and Tuarhievel, is an elven kingdom.)

If you have a DRAGONLANCE campaign and like dwarves, you'll want to mix the Baruk-Azhik sourcebook with your copy of the Dwarven Kingdoms of Krynn boxed set. The newly forming elven kingdoms in Southern Ergoth might be further developed by reading the Tuarhievel book. For the Empire of Northern Ergoth, look at Roesone but thumb through the BIRTHRIGHT rule books as well. Solamnia . . . hmmm. This nation is huge, much larger than any current Cerilian kingdom. We have a book coming out in late 1996 that will cover ways in which players can run huge domains, ones running up to Solamnia's size, so stay tuned. (Modern Solamnia and the ancient Istar Empire of the DRAGONLANCE campaign are actually about the size of the old Anuirean Empire.)

Got a MYSTARA campaign? Perhaps Karameikos (rich, but has humanoid problems and internal squabbles) = Roesone + Talinie. Glantri is far more complicated, politically speaking, than Ilien, but that latter product and the BIRTHRIGHT boxed set would spark more than a few ideas for Glantri political campaigns, especially given Glantri's division into numerous lesser provinces. Perhaps Darokin = Roesone + Endier (merchant families) + Tuornen (troubles with elves, now that the shadow elves have broken up peaceful Alfheim in the center of Darokin and established Aengmor).

You get the idea. Take the best and change the rest, as we say.

I should point out that the reverse is also possible: You can borrow ideas from other game products and apply them to your BIRTHRIGHT campaign. The FORGOTTEN REALMS accessory *Cormyr*, the KARAMEIKOS™: *Kingdom of Adventure* boxed set, the GLANTRI™: *Kingdom of Magic* boxed set, WG12 *Vale of the Mage*, the D&D® game's Gazetteer series, and similar products all describe kingdoms from other worlds in great detail. Any of these products might easily suggest further adventures and settings to add to relevant domains in a BIRTHRIGHT campaign.

Can I Port BIRTHRIGHT Rules for Domains into Another Campaign?

Here's another very good (and thus complicated) question. Yes, you can do this, but you have your work cut out for you.

First, you need to be aware that adding BIRTHRIGHT rules directly to your campaign will change your world set-up dramatically. Time is closely kept and monitored in a BIRTHRIGHT campaign; no more will the PCs be able to ignore the passing of years. Kingdoms that were barely active in previous game play will suddenly take on lives of their own, and the PCs (and the DM) will have to constantly deal with wars, insurrections, invasions, failing crops, tax collection, and shifting political borders and alliances. PCs might also gain access to realm spells and personal blood abilities, which are often of shocking power. (Imagine the aftereffects of giving out 10th-level spells and GAMMA WORLD® game mutant powers to all the rulers of your game world. You got it—it's a whole new ball game.)

You can (and should) be selective about what you bring in, of course. You can downgrade or limit access to the realm spells, and you can change, reduce, or drop the blood abilities altogether. But kingdoms will still be on the move. Political decisions will have great aftereffects. Your world will definitely change, and it will start happening at the first session of game play.

I certainly don't mean to scare you off from this option, but you should be as informed as possible about the consequences. In the other official game worlds, we at TSR have generally kept the reins of political power firmly in our own hands. Cormyr, Nyrond, Solamnia, and Karameikos do what we want them to do, and we generally like to keep political boundaries stable to avoid having to constantly update everything we publish. (It is a pain to constantly explain why and how part of the world blew up; ask us about the Avatar Trilogy or Zhentil Keep sometime.) The heroes, run by the players, can go out and do whatever they want to do in an official game world, but they'll generally do it within the political set-up we provide. Not so with the BIRTHRIGHT campaign.

Still want to try a non-Cerilian BIRTHRIGHT campaign, perhaps in an official AD&D game world? Okay—take a deep breath, collect everything you can find on your game world, get a bunch of pencils and paper (plus lots of square- or hex-grid graph paper), and the headache pain reliever of your choice, in bulk. Then wait until I finish another article covering the details on this very topic. While you wait, you can also poll your gaming group and see if they are interested in trying this—no sense in wasting your time and theirs!

I hope this article answers (almost) all of your questions on the BIRTHRIGHT Domain Sourcebooks. Stay tuned for the dramatic and complicated follow-up article on How to Turn Your AD&D Campaign into a Crazy Political Whirlpool. My thanks and admiration go out to everyone who has contributed to the great BIRTHRIGHT effort, and to all you gamers who choose this, the most challenging of all AD&D campaigns, for your own entertainment.

An early version of this article appeared on the America Online information service. Gamers with access to AOL should visit TSR Online (keyword: TSR) and check out the downloads for the BIRTHRIGHT campaign. The BIRTHRIGHT message folder may be accessed by clicking on TSR Q&A, then Gaming Questions Messaging, then the BIRTHRIGHT folder itself. Several designers and editors read and post messages on this folder, and you can offer your comments, questions, and suggestions directly to them.

❑

The Envelope, Please...

Network Event Winners for the 1995 GEN CON® Game Fair

Pinnacle Winners

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Top Overall Judge: Reynolds Jones

Top AD&D Feature Player: William Sheffield
Top AD&D Rats Player: Rob Brough
Top AD&D Masters Player: Sean Flaherty
Top AD&D RAVENLOFT® Player: Aaron Booth
Top AD&D Grandmasters Player: Norman Roth
Top AD&D Paragon Player: Linda Bingle
Top AD&D Benefit Players: Chris McGuigan, Jamie Nossal, Jeffrey Schiltgen, Douglas Miller, David Gray, Kay McMann, Rachel Rennie, Michael Young
Top LIVING CITY™ Feature Players: Frank Timar, Michael Painter, Daniel Donnelly, Lindsay Markus, Drew Caldwell, Robert Ashby, David Durn, Tim Hernandez
Top LIVING JUNGLE™ Challenge Players: Dwight Davis, Joe Zellmer, Kim McGrath, Dian Curran, Randall Lemon, Mark Liberman, Cisco Lopez-Fresquet, Kelley Foote, Richard Iorio II
Top AD&D Special Player: Ramon Delgado
Top Kromosome AMAZING ENGINE® Player: John Reynolds
Top *Shadowrun* Virtual Seattle Player: James Andrysik

Top Judges

AD&D Feature: Michael Sofio
AD&D Rats: Rainer Nagel
AD&D Masters: Elizabeth Patterson
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LIVING CITY: David Schnur
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Chris McGuigan
Douglas Miller
Henry Mobley
Drew Post
Chuck Ronchetti
Kriston Hardinger
Albert Lavigne
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Wendi Born
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Steven Chalfont
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Paul Gosselin
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Alex Lombardi
Kim McGrath
Second Place:
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Michael Young
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The Club
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Sean Flaherty
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Gino Hrkac
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Jon Suzuki
Jason Van Gundy
Ramon Delgado
Mike McGarry
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Kromosome AMAZING ENGINE
Death in Venice
Lewis Wright
John Reynolds
David Jacobs

Shadowrun Virtual Seattle
Sweet Dreams
Keith Blanton
William Gilsdorf
Christina Nichols
Jason Nichols
Steve Tucker
Malcolm Wood
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Aaron Pavao
Antonio Scalise
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Steven Bach
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Matt Kershaw
Eugene Luster
Jason Parker
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Fred Stillman
Josh Wendt
Andrew Joelson
Dan Kramarsky
Fagan Whitewolf

Timemaster Feature
White Star Crossing
Steve Hardinger
Edward Peterson
Gerald Fleer
Randall Lemon
John Reynolds
Jean Rabe

Star Wars Feature
Prophets of Otherspace
Chris Briesch
Stephen Glasgow
Wes Nicholson
Jason Parker
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Lee Hayward
Bob Mason
Peggy O'Connell

Aussie *Paranoia* Feature
TERM-(IN)-NATOR
Tim Schoenhari
Brian Bleess
Lee Hayward
Jason Rice

Call of Cthulhu Feature
The Inheritance
Ramon Delgado
Lars Granrud
Stephen Jay
Jae Walker
Allison Benis
Donald Bingle
Christopher Croston
Max Devries
Jason Nichols
Greg Sherwood
Jonathan Boehm
Reuben Kinder
Anthony Messerges
Robert Posada
Sholom West
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Nelson Remy
Lori Swan
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Bruce Tarnopolski

Larger than Life

Not Quite "Giants in the Earth"

by Dave Biggins

Editor's Note: This month, we are starting a new semi–regular column devoted to NPCs. If you have an idea for an NPC that you would like to submit to the Newszine, send us a query letter describing a little bit about the person. The character does not have to be from any specific setting. If it looks good, we may be able to share it with our readers. We will start the feature with a look at Vydd Shadowrook and his friend and partner Khugris.

Vydd Shadowrook is a former sergeant in the Cormyrean Purple Dragons who has set himself up as a sage in Ravens Bluff. Because of his relative youth, he has had a hard time being taken seriously as a sage, so he runs a military surplus store to supplement his income. He is a legitimate sage (his principal field of study is military history), but business has not been very steady for him. He is better known for selling quality surplus items than for his research.

Above the entrance of the store is a sign that reads: "Vydd Shadowrook: Sage & Military Surplus". Vydd is often sitting on the stoop, polishing this or that item humming an old cadence. His junior partner, Khugris, is usually inside updating the inventory or balancing the books.

Khugris was a member of a Tuigan clan that crossed blades with the Purple Dragons during the Crusade. He was taken in by Vydd and became almost like a son to the Cormyrean. Fortunately for Vydd, Khugris has shown a surprisingly strong head for business and keeps the store out of financial trouble. Khugris' true desire, though, is to become a wizard.

Unknown to Khugris, Vydd is aware of his desires but lacks the money to have Khugris schooled in the Art. Vydd would gladly reach some alternative arrangement with any mage so long as the following conditions are met:

1. The agreement is neither illegal not immoral;
2. Khugris is taught primarily Divination and Abjuration magic;
3. Khugris is not taught any Necromantic or Conjuration magic (Vydd had a bad experience with a War Wizard using those Arts); and
4. Khugris can still work at the store (on a part time basis, at the very least).

Vydd Shadowrook
3rd–level Male Human Fighter (Myrmidon Kit)

STR: 12
INT: 11
WIS: 14
DEX: 10
CON: 15
CHR: 14
COM: 10

AC Normal: 10 (5)
AC Rear: 10 (5)
Hit Points: 28
Alignment: Lawful Good
Languages: Common, Tuigan
Age: 28
Height: 5'10"
Hair/Eyes: Brown/Green
Weapon Proficiencies: Bastard Sword (specialized), All Long Blades, Dagger, Hand Axe, Spear
Nonweapon Proficiencies: Ancient Military History (10), Endurance (15), Fire Building (11), Reading/Writing (12)
Magic Items: *Ring of Teleportation*, *Tooth of Torm*

Appearance: Vydd is a man of average build and stature. His hair is short cropped and he sports a Fu-Manchu mustache styled much like a Tuigan horseman. His voice is friendly but his gaze is very intense. He stands proudly and walks with long, purposeful strides. He dresses in a simple tunic and breeches with an ornate leather belt. The buckle depicts a dragon. Indoors, he goes about barefoot (even in the coldest of winters). Outdoors, he wears his old military boots.

Background: Born in Arabel to a Cormyrean War Wizard and a priestess of Tymora, Vydd had a firm family upbringing and a long exposure to army life. Lacking his father's patience for the Art, he enlisted in the Purple Dragons at the age of seventeen and began his first tour of duty at the mountain fortress of High Horn. He was there during the Time of Troubles when the now dead god, Bhaal, attacked the fortress. By sheer luck (he prefers to think of it as the will of Torm), Vydd survived and was transferred to Eveningstar.

Two years later, the Tuigan Horde began its invasion of Faerun. King Azoun called for a crusade, and Vydd's unit was one of those chosen.

When Azoun slew the Khahan ended the war, Vydd returned with two things. The first was a *Ring of Teleportation*, given to him by a grateful War Wizard whose life Vydd saved. The second was a Tuigan youth who followed him everywhere like a faithful dog.

Vydd could not get rid of the boy, so he befriended him. Vydd taught the boy Common while the boy taught Vydd Tuigan. Vydd learned that the boy's name was Khugris and the reason he had followed Vydd was to give himself over to the king so that no reprisals would come to his clan. Vydd's first reaction was that of dismay. When Vydd explained that Cormyrians don't operate that way, Khugris' reaction was pure disbelief. Khugris has been with Vydd ever since.

When Vydd's term of enlistment ended, he started a new life in Raven's Bluff. History had always been a hobby, so he tried his luck as a sage. Business, at its very best, had been rather slow. It was then that Khugris suggested that they expand their market to military surplus. Now the books are beginning to balance, catering mostly to adventuring companies. Vydd handles the sage work as well as the acquisition of supplies while Khugris handles the ledger.

Khugris
O level Male Human

STR: 8
INT: 16
WIS: 13
DEX: 14
CON: 11
CHR: 10
COM: 14

AC Normal: 10
AC Rear: 10
Hit Points: 4

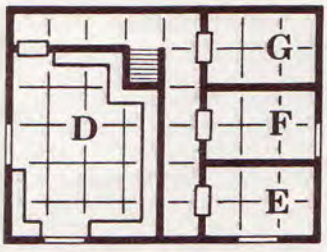
Alignment: Neutral
Languages: Common, Tuigan, Elvish, Dwarvish, Orcish
Age: 16
Height: 5' 6"
Hair/Eyes: Black/Brown
Weapon Proficiencies: Dagger
Nonweapon Proficiencies: Bookkeeping (16), Reading/Writing (17)
Magic Items: None
Appearance: Khugris is a quiet teenager. He has long hair that is pulled tightly into a pony-tail. On his face is a scraggly goatee typical of most adolescents trying to grow a beard. While he is by no means sickly, his build is somewhat slight.

He walks with a stooped gait and likes to wear flowing robes so as to look as much like a wizard as possible.
Background: When the Horde fell to the Crusade, Khugris' life was shattered. His mother died during his birth and his father was killed during the attack on Semphar. He followed the Horde hoping to make a man of himself. When the Horde was broken up he had nowhere to go. He tried offering himself up to the Crusade by following a group men clad in metal armor. Instead of finding himself dead or enslaved, he found himself befriended (reluctantly, at first) by the westerners; particularly by a man named Vydd. Following them to Cormyr, he learned Common. By the time that they reached Eveningstar, he was fully fluent. His time in Eveningstar was spent keeping the barracks clean in exchange for food, clothes, and lodging. He was a hard worker with not enough to do and often found himself with spare time. This "down time" was spent at the Lonesome Tankard Inn & Tavern listening to passing merchants discussing business. Most of the merchants were impressed with the boy's intellect and willingness to learn and taught him much about accounts and ledgers over a mug of ale. He also learned to speak elvish, dwarvish, and even some orcish from visiting rangers. These lessons were fine with Vydd until the evening that he smelled ale on the boy's breath and promptly confined Khugris to the barracks for a whole tenday. After that, Vydd arranged with the innkeeper that Khugris have nothing stronger than spring water.

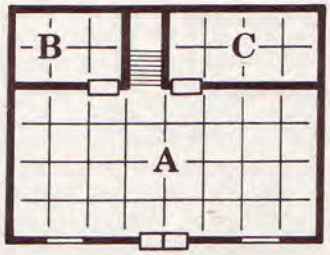
Adventure Hooks
*Vydd recently got word that there is a merchant in Lantan going by the name "Powli" who is selling star-wheel pistols wholesale (these weapons are detailed in the FORGOTTEN REALMS® *Adventures* hardbound book). Vydd is hesitant to make the long trip himself out of concern for Khugris and is hesitant to send Khugris for the same reason. If the PC's seem interested, Khugris will draw up a contract stating that each PC will receive 5% of the net profit (Khugris can be talked up to 10% if no more than six PC's are involved).

* A vicious (and untrue) rumor has been circulating that Vydd is running a slave ring dealing in war orphans. Because of this, Vydd will find himself dealing with outraged Harpers as well as "rival" slavers: namely the Cult of the Dragon. PC's may be employed by the Harpers to investigate Vydd (and discover his innocence) or be hired by Khugris to clear his partner's name.

* An unscrupulous enchanter under the hire of one of the thieves' guilds charmed Khugris into handing a month's worth of profits to them. The robbery was a complete mystery to Vydd until the charm wore off and Khugris remembered what happened. The only thing of the enchanter that Khugris could remember was the fact that he wore an amulet of eight interlocked circlets. Vydd is now keeping an eye out for that piece of jewelry. Khugris, in turn, decides to expand their market to anti-charm magics.



Second Floor



First Floor

The Store

A- The Storefront: This is the sales floor where items are sold. Vydd has a story for every item that he sells ("Y'see, I got this drusus from a Chessentan Mercenary who told me about this time in the Airspurs...") . The bulk of the equipment he sells comes from adventurers returning from an expedition.
B- Vydd's Office: This office is officially Vydd's domain, but it is Khugris who is usually here, balancing the books or checking the inventory lists. The office contains a desk and a rickety old chair. In one corner of the room is a locked chest with the words "HANDS OFF" painted near the latch.

Hovering above the chest is a dagger. This dagger is a Tooth of Torm (detailed in FRE2-*Tantras*) that was given to Vydd by a priest of Torm in thanks for some research he did. The dagger will strike at anyone other than Vydd or Khugris who tries to open the chest.

The walls of the office are covered with various campaign banners of the Purple Dragons. If questioned about this, Vydd grins and says, "I suppose I'll always be a Purple Dragon."
C- Storage Room: Vydd stows away damaged and unfinished items here.
D- Library: It is here that Vydd does the majority of his research. Most of the books are second hand and there are many blank spots along the shelves. Vydd does much of his work by consulting others and listening to word-of-mouth accounts. These are later written on parchment and kept in urns. These oral histories provide a look at the war that some of the general histories miss.
E- Khugris' Room: This room is in complete disarray with assorted odds and ends scattered about.
F- Vydd's Room: In sharp contrast to Khugris' room, this place is as neat as a pin. On the wall across from the window hangs a metal gauntlet (the symbol of Torm). This once hung above the bed head-board until the morning Vydd woke up with a start and slammed his head into the gauntlet.
G- Shrine to Torm: Vydd keeps a miniature shrine dedicated to Torm. Along the front wall is a lion-headed statuette on a pedestal (a replica of the statue Torm embodied to save Tantras). Along the rear wall is a suit of chain mail, a bastard sword, helmet, spit polished boots, and a tabard. Vydd dons these when in prayer.

A World of Your Own

The Joys and Pains of Original Campaigns

by Roger E. Moore

The first AD&D® campaign I ever designed by myself was great fun to make up. It was also terrible in actual play. I have mercifully few memories of how it ran, except that after the players' characters had encountered six types of dragons in a single day, they quietly elected someone to suggest to me that maybe I should not roll for encounters every hour on the hour, and maybe I should make dragons more rare, as they were sort of special and also very dangerous.

Seventeen years later, I am better informed on how often lethal encounters should bedevil fantasy heroes. I've also never lost my personal interest in creating original AD&D game worlds of my own. Some have seen game play with welcome success, while others exist only as unorganized collections of doodles and notes on the backs of old envelopes or index cards.

I was looking through the "Original Campaigns" folder in the TSR Online section of America Online some months ago, and I was pleased to see lots of other kindred souls—gamers who had developed their own unofficial fantasy game worlds or lands with obvious pride and excitement. This made me want to doodle more on the backs of old envelopes, and so I did until the mess on my work desk convinced me that it was time to do something useful with all that idle-hours work.

That's where this column comes in. After enjoying five and a half years of writing about science-fiction games with "The Living Galaxy" column, I decided a change would be nice. "A World of Your Own" will look at creating and running original AD&D campaigns. Many of the same principles previously applied to SF games work perfectly well for fantasy (as some readers have already told me), and some new creative Dungeon Mastering techniques can be devised as well.

The philosophy of this column is exactly the same as the previous one: Creativity is a learned trait, not an innate one. Any DM can develop creative ways of making up exciting campaigns. All you need is a bag full of tricks and some time and willpower to practice them. After that, you've got the world—your world—by the tail.

Some World-Making Thoughts

One caveat should be pointed out. My definition of an original campaign is one for which an enormous amount of development work is required of the DM, who is free to select whatever elements he wishes for the campaign mixture. It's been my experience that original AD&D campaigns are usually founded upon one or more fantasy sources (Tolkien is always popular), often combined with a variety of game elements from different official AD&D campaigns. It is very rare to see a campaign made up with little or no reference to other fantasy or science-fiction sources.

Regardless of the sources used to build it, an original campaign is nearly always unique; no two DMs select and assemble the elements of their worlds in the same way. For example, one popular type of original campaign I've seen is based upon medieval Europe, with elves, dwarves, and other fantasy elements added directly to it. Some even use actual maps of medieval Europe. I've seen perhaps a half-dozen campaigns like this, and not one of them was a close copy of any other.

In the course of this column, several original and spin-off AD&D campaigns will be developed as examples of world assembly. A spin-off campaign is one based upon a minor setting previously published by TSR; often, little has been offered for it beyond a general description and a few statistics. I like spin-off worlds because they start off with a semi-official status with a useful bit of background to give the DM a foundation on which to build everything else. More on this topic later.

Each installment of this column will look at elements of game-world creation from two perspectives: that of the DM and that of the players. As I painfully learned so long ago, the DM creating the world must always consider the viewpoint of the players, whose enjoyment is the key measure of success for a campaign. If it ain't fun, it ain't worth doing.

This divergence in viewpoint is what I once called top-down vs. bottom-up. The top-down view is your own as the DM; the bottom-up view is that of the players whose heroes experience the joys and threats of wandering in the landscapes you create. DMs aren't normally accustomed to the bottom-up view unless they spend some time as players themselves—something I strongly recommend. In small groups of gamers, however, this can be difficult; one person is usually tasked to be the DM, and no other DM is available.

There is an excellent solution: have multiple DMs, operating in round-robin style. If a gaming group has several participants who wish to alternate between being players and DMs, everyone who wants a chance to run an original campaign can do so. This was the set-up I remember from my earliest days of gaming. Having multiple DMs guaranteed a high level of involvement, originality, and interest on everyone's part.

In our case, the same group of player characters was also used in each campaign. The group played out an adventure in one DM's campaign, then moved on to the world of the next DM (minus the characters of DM #2, who were replaced by the characters of DM #1). Once the gold was counted and experience divided, PCs moved from world to world by means of secret interplanar gates, magical spells (*astral spell*, *plane shift*), magical devices (*cubic gate*, *well of the worlds*), psionics (Probability Travel), artifacts, teleporter machines, meddling deities, spelljammers, or what have you. Even PCs who had settled down and built castles liked to come out of retirement and travel to other worlds now and then.

Obviously, potential DMs should agree among themselves as to which "campaign-connecting" systems they will use in general. Characters can move from world to world most easily by using the official systems outlined in the SPELLJAMMER® and PLANESCAPE™ campaigns. The Mists of Ravenloft

might also shift PCs around (with an unpleasant stopover on a Ravenloft "island" first, of course). Anything is possible.

Having the same group of PCs active from game to game keeps a certain level of continuity going, no matter who is the DM or which world is in use. You could rule instead that a different set of PCs should be used for each new game world, but this forces players to shift a lot of mental gears, and it isn't nearly as fun as having characters who go world-hopping. More troublesome here is the tendency I've seen in groups which use only world-specific characters to split up after a few weeks, dividing into two or three smaller groups of players who play in only one world per group. The break-up inevitably occurs with some grumbling that one DM's world is better than the others and the expected amount of hurt feelings. You can call this process the "yugoslavification" of a gaming group.

Of course, having the same group of PCs go from world to world also increases the amount of "pollution" from world to world, and it lessens each DM's ability to control the "purity" of his game world. Well, you can't have everything. For our part, we simply got used to the pollution or added minor physical laws to each game world that caused, for instance, technological items to run out of power more quickly on some worlds than on others (or to cease operating altogether). This is perfectly fine, and in fact this very trick is used in some official worlds like the GREYHAWK® campaign, where gunpowder does not work at all.

Speaking of "campaign pollution," gamers may as well know that most official TSR game worlds have, either by deliberate plan or by accident, acquired elements once unique to other specific worlds. A particular valley in the FORGOTTEN REALMS® campaign holds a group of grugach elves who came over from the GREYHAWK campaign. Spelljamming ships regularly haul trade goods and passengers between Toril, Krynn, Oerth, and other places. Elminster, Dalamar, and Mordenkainen exchange spells, magical items, and information on an irregular basis, and each claims to have visited or spied upon other worlds.

Despite all this and more, each world maintains its own identity and resists being overwhelmed by imported materials. Your original campaign is surely no different. The appearance of an elf in a world that has no native elves need not disrupt life greatly; or, if it does, perhaps things will come out for the better. It's all a question of how you, the DM, handle things.

Adjusting the Focus

We'll assume that you and your gaming friends have decided to start a round-robin, multiple-DM group, with each player/DM running his or her own AD&D game world. You now need to make up your world.

Get a notebook, a pencil or pen, and a quiet place to think and scribble (preferably a quiet place with easy access to your library of AD&D supplies). You have only two questions to answer:

1. What do you want to have in your world?

2. What do you not want to have in your world?

What follows is actually a very tough balancing act between narrowing the focus of your world, selecting items to make it unique and interesting to your players, and broadening the focus to include a wide variety of adventures, encounters, and other things of interest that will prolong and enhance game play. The trouble is, the more things you throw out of a world, the less flexible (and hence the less interesting) it becomes over a long period of game play. But the more things you include, the less unique and more generic the world becomes.

One thing that we've discovered here at TSR is that you don't need to select or reject hundreds of things in order to make a world unique. You should be

able to put into a paragraph most or all of the major elements that make your original campaign distinctive. Check out the following three examples of TSR's official campaigns:

• DARK SUN® campaign: Desertlike world ruined ages ago by life-consuming magic, little free water left. Survival-oriented adventures progressing to slave revolts against city-state tyrants and attempted renewal of world. Physically powerful characters, widespread use of psionics, gladiatorial slaves, isolated city-states. Unique races/monsters: half-giants, mul (half-dwarves), thri-kreen, many vicious psionic monsters. Halflings are carnivores, maneaters; elves live in deserts; dwarves are beardless monomaniacs. No gods. One dragon (the Dragon). Wizard spells up to 10th level.

• DRAGONLANCE® campaign: Small multinational southern continent and numerous islands. Marked by heroic struggles of good against evil; characters self-motivated to take on increasingly dangerous adventures. Emphasis on meetings, combat, or alliances with dragons of all types. No psionics, orcs, lycanthropes; technology confined to tinker gnomes. Clerics are a recent development. Unique races/monsters: kender, tinker gnomes, gully dwarves (all played for humor); draconians. Minotaurs are evil but civilized. Major empire (Solamnia), ongoing war with draconian/evil forces. World devastated in the past by Cataclysm (directed by gods), other Dragonwars. Wizard spells affected by world's three moons.

• GREYHAWK campaign: Large, multinational region, part of major continent. Pragmatic adventuring to gain personal power and riches, usually by being hired for missions that further the employer's larger political ends. Many famous wizards, spells, and artifacts originate here. Humans dominate most political life. Very broad assortment of native monsters and races, a few specific to this world (grugach, valley elves, beastmen, crystalmist, Greyhawk dragon, etc.). Detailed underground regions (drow, mind flayers, etc.). Ancient wars destroyed land to the west. Recent wars left much of local region under the yoke of an evil demigod and his humanoid armies; major evil kingdom on eastern coast has just disintegrated into civil war; further fighting is certain. Gunpowder does not function here; psionic powers do.

Each of these game worlds has one or more general themes, goals and patterns of action that affect the style of play. Each has a unique history, particular races and monsters, its own set of politics, and its own tweaks on character classes and magic.

Your world is likely to have many of the same elements found in other campaigns, but assembled in complete different ways. Perhaps you like the idea of gunpowder technology falling into the claws of evil humanoids—a major disaster for the forces of Good. Heroes will find themselves facing gnoll mercenaries dressed in Renaissance European finery, using swords, muskets, and pistols to storm and loot cities and towns. The elements here can be found in many places in AD&D game lore, but they're assembled in a unique way.

Hook, Line, and Sinker

A long-term original campaign, then, needs all the variety you can stuff into it, within the restrictions you place on the world to give it uniqueness. You cannot afford to have heroes show up at your world and become disenchanted with its possibilities. This is disastrous. Better a giant meteorite should hit your main continent than this. (Actually, being hit by a giant meteorite isn't a bad idea. It did Ansalon a mountain of good.)

Look at your world from the bottom up. Who are your players? What characters do they have? What things does your group like to do in gaming? What are their goals and aspirations? What riches are they yearning for? Will your world provide the group with many adventures or just one? (Your answer had better be many.) What things can you put on your world that will give those players thrill after thrill, and keep them coming back for more?

(A special note: I'm going to ruin a future column right now by telling you that there is one thing you can put in your game world that will, just by itself, absolutely, positively, nearly always guarantee that PC heroes will come back in droves: a bunch of dungeons. Good old-fashioned, multiple-level, monster-and-treasure-infested dungeons. Gamers gravitate toward dungeons faster than kender toward an open pocket. I am completely serious. More on this in a now-ruined future column.)

There's obviously no timetable for development involved here. As soon as one DM is ready with his new campaign world, the group can go there. It would help to develop a small part of the new world for starters, then keep developing your world between games. Just cross your fingers that the group doesn't decide to wander around in the early stages to see what you've got set up. A small dungeon is always helpful here to limit the scope of the campaign for a short time.

Speaking of dungeons, a good fast-start adventure from DUNGEON® Adventures that fits your world set-up as closely as possible might be useful. You can change the details to fit the particulars of your campaign lands (give all gnolls arquebuses, remove all ogres and kobolds, give the halflings batlike wings, make the giants blue, etc.). You might be able to get away with adventure bits borrowed from other published modules, too, as long as no one else is borrowing from the same material. Good luck.

In the next issue, we will pick out a bunch of spin-off AD&D game worlds, ones previously published but only partially developed, and we'll tinker with them like gnomes with an Erector set. I hope you enjoy it. ❑

The Ravens Bluff Trumpeter

Mystra Added to Civic Religion

The City recently honored the temple of Mystra today by officially making it a part of the Civic Religion. The Lady of Magic is very popular among adventurers and is growing in popularity among the city's residents.

The Civic Religion is the official worship structure of the city. The deities of the Civic Religion are Chauntea, Gond, Helm, Lathander, Selune, Tempus, Tymora, Tyr and Lliira/Waukeen. A citizen's duties to the Civic Religion include public attendance at festivals and holy days of the deities.

Supporters of the temple of Mystra laud the decision, saying that the addition of a representative of Mystra's temple to the Clerical Circle will insure that the city has the best access to information about magic. Detractors claim that the Clerical Circle hopes to show that the Ministry is not necessary and can be disbanded.

In a related story, one of the ships of the city's navy, the *Remorse*, capsized and sank when a huge wave swept into the harbor. A prophet appeared on the docks soon after, ranting of Umberlee's vengeance for her exclusion from the Civic Religion. A small propitiation to Umberlee was permitted to take place on the docks the next day.

Lord Speaker Position to be Filled

The term of Melissa Eldarin, Lord Speaker of the Advisory Council, has expired and a new Lord Speaker is to be named at the next WINTER FANTASY™ festival. The Lord Speaker serves a two-year term. This position carries with it a great deal of prestige.

According to the Advisory Council, the selection process will go through three phases. The first is the application that a prospective Lord Speaker must present to the Council. This application shall be in writing and should explain why the applicant seeks the position and why he or she deserves it. *The applications should be typed and mailed to Network HQ no later than December 1st, 1995. Include a copy of your character sheet and explain how your deeds warrant your serving in this post.*

The second part of the process shall be the gift. The gifts will be judged not on mere opulence but on how appropriate the gift is to the city and how the gift shows the loyalty of the giver. In other words, the most expensive gift is not necessarily as good as a symbolic gift. *Gifts should be described and submitted with the application, which is due December 1st. A cost analysis should be included to show that your character can afford it.*

The third part of the process shall be a test of the applicant's dedication to the city through action. This will occur at the next WINTER FANTASY festival. *The applicant character must play both of the* LIVING CITY™ *events at the convention. The judge will evaluate your performance and the scores will be compiled for the selection.*

Russell Roland, Lord MacIntyre, has been asked to serve as Lord Speaker until a new Lord Speaker is chosen.

Mysterious Death Stymies Watch

Anton Paere, the self-styled Lord Thief-Taker of Ravens Bluff, met a bizarre and untimely end three weeks ago. His body was found on a particularly foggy night in an alley in Crow's End, a single dagger protruding from his back. It was later determined that the magic was the direct cause of death, and the dagger placed afterward. The body of his associate, Kedrick "the Grinder," was found nearby with a dagger wound through his heart. Another known associate of Paere's, Verrics of Langfor, has not been seen since just before Paere's death.

Paere ran the Office of Lost Property, a business which recovered stolen property by offering rewards with no questions asked. It was also rumored that he controlled most of the criminal activity in the city, and was responsible for the thefts of items he recovered. With his death, there has been an outbreak of crime as several thieves guilds fight for control of the city's criminal activities. The Watch assures the citizens of Ravens Bluff that they are in no more danger than normal.

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City in Transition

The Future of the LIVING CITY

by Scott Douglas

At the WINTER FANTASY™ convention this past February, before I even sat down in my chair as Network Coordinator, I was approached to be present at a meeting of LIVING CITY™ Consortium members. I agreed, and had my first contact with that body of interested players, judges, and authors, members engaged in making the LIVING CITY a better place to play, a finer and more interesting campaign.

It was an interesting meeting; I learned a great deal about the workings of the consortium, their objectives, and their projects. As a casual player of LC, I was only marginally aware of what the consortium intended. I learned that there were eight principal projects: survey forms, knighthoods, mage's guild, the Company of the Raven, city laws, judge's guidelines, author's guidelines, and character guidelines. Two additional projects were also discussed: downtime, and a possible conflict with a foreign power. Each project was assigned to a committee; individuals could participate in several committees.

I promised to look at the consortium material and stay in touch with the attendees present at the meeting. I did not promise to publish the projects (after all, I hadn't seen them yet), but I did assure those attending that their efforts wouldn't be wasted.

I learned that survey forms (gold "who's who" forms) had been the first consortium project to see fruition. Member Don Weatherbee stepped forward to spearhead the initiation of a database designed to keep track of player characters and spot possible problem areas. The database has been one of my most valuable resources here at HQ, and I cannot thank Don enough for its maintenence.

The Company of the Raven was also already established, I learned. The Company was organized as an RPGA® Network sanctioned club, with the focus on LIVING CITY adventuring. The idea was to help LC characters form regular adventuring parties, and so increase the fun potential of their games.

I chose to look over each of the remaining projects before deciding where to proceed, but an invaluable conversation with member J. Allan Fawcett helped me to set my priorities once the projects were read. Allan and I discussed time management, and so I ordered the projects by: 1) how much time it would take me to complete; and 2) how much time it it would save the Network staff once complete.

As a result, we started with the hard stuff, the LC character generation guidelines. We also chose to include the City Laws, since they were almost entirely in a finished (publishable) form. Finally, we added the first installment of the knighthood articles because so many members had expressed an interest in them.

By publishing these projects in the August Newszine, we left three original

Robert, Scott and Duane discuss the future of the RPGA® Network

consortium projects left unfinished: judges' guides, which should be completed in late fall, authors' guides, which will probably see completion before the next WINTER FANTASY, and the mages' guild which, as perhaps the most complicated of the projects, will wait until next spring, at the earliest. The two additional projects may take a bit longer.

And so that is where the LIVING CITY stands as of September 1995. In addition, I can tell you that there has been serious consideration given to a possible LC5 sourcebook, tentatively scheduled for release at WINTER FANTASY in February.

Allow me for a moment to put the whole program into perspective. Of the roughly 7000 members living in North America, 1700 have played in an LC game. The other 1900 LC players have no membership number. As an aside, over 4000 individual members have judge and/or player points.

As Network Coordinator, I feel a responsibility to those members who choose to play and judge LC events. This is why I have taken an active part in continuing the development of the world's largest shared-world campaign.

I feel an equally strong responsibility to those who do not choose to play LC. Even greater is my responsibility to folks who are potential members.

Look into the future for a moment. Imagine the LIVING CITY three years from now, a campaign with over 10,000 player characters. A campaign of that size with no stated controls over judges, authors, or players begs for mischief. A well-regulated and directed campaign has genuine potential to help recruit and keep members for the Network, but such a campaign that is neither fun for new members nor managable by its organizers has far more potential for harm than good.

LC Characters

Most of the frequently asked questions at this past GEN CON® Game Fair were about the new LC character guidelines. How did we design them? Why did we make the changes we did? What is the outlook for future changes in character rules? Here, in brief, are the answers:

I accumulated recommendations from the LC consortium committee assigned to character guides (over 12 pages of recommendations), revisions by the committee chair, comments from LC regional director Carl Buehler, and the newest version of the AD&D® rule books; I then edited the whole for clarity and brevity. The new guidelines were turned over to a few in-house rules lawyers (TSR staff); recommended clarifications were added and discussed in-house. I then sent one copy each to four members I believed could find the loopholes. They found remarkably few of them. Duane, Robert, and I agonized over the finished copy, and finally sent the rules to press. We made one last change in blueline stage (something we never ever do), and then we waited for reaction. I also sent some advance copies out to a select few individuals.

Immediately the rumors flew. Inside of a week, I heard that multi-class and dual-class characters were disallowed (untrue). I was told that kits were completely eliminated (also false). I was told that we were creating a LIVING JUNGLE clone campaign (totally bogus). In short, I was bombarded by so many unfounded complaints, it was impossible for me to respond to reasonable questions. All of this before any of the new guidelines were actually in print.

Most of the questions were couched as philosophical argument. For example, why eliminate Chaotic Neutral? What makes CN that more difficult to define or monitor? Another example: why eliminate non-human kits and specialty priesthoods? And especially this: why should my character suffer?

In answer to those questions, I can only say that we didn't intend for any individual character to suffer, though we knew large numbers of characters would be affected. We made decisions geared toward making the campaign easier to manage and easier to judge. We were forced to limit the influence of the few power-gamers (min-maxers) out there.

We eliminated CN because several players were using that alignment as an excuse for their characters' evil actions, which we prefer to avoid.

We eliminated the non-human specialties and kits because in our opinion (and in the opinion of a rather large body of members) many of those abilities were unbalancing to the campaign. In addition, we limited the number of reference works a DM might expect to encounter in a LC game. We limited the number to 13. Thirteen! If we allowed any AD&D core rules book to be used, we would be forced to allow over 30. Too many!

It is wholly believable that any player might choose any book and choose any rules variant to use with any character, but it is not right to expect every judge to have read every book and to understand every rule so that a player doesn't bring such a rule to the table out of context. Also, it is not a lot of fun for anyone for players to argue rules issues with judges at the table. Since players are sometimes also judges and authors, players often feel entitled to do so.

So how do you bring your character into compliance? Here are a few simple guidelines.

1. Keep your character concept. If your character was a dwarven battlerager, then make it a dwarven berserker. If your character was a specialty priest of Hruggek, then either choose another priesthood, or make the character a general priest of Hruggek. If your character was a dual-classed Paladin/ Illusionist/ Specialty Priest, then you have a problem. These rules were specifically designed to eliminate player characters who desire access to every power and every ability.
2. If your kit was eliminated, and you cannot find an allowed one that is close, then go kitless. Most kits can be closely imitated by choosing skills and good roleplaying. If you choose to take the kitless option, you must either drop the bonus proficiencies or buy them with your next slots. Keeping these points in mind, you should be able to keep your character "as he is" and still fit within the rules.
3. Specialty powers are special. Specialization in a particular weapon, school of magic, or clerical sphere means that you are focusing on that subject. Choose one and make it an exclusive talent within the framework of these rules.
4. Keep your race. Changing from a human dual class character with three classes to a nonhuman multi–class character may change your concept too much, ruining the history you have developed for the character.
5. If your alignment was chaotic neutral, simply change it to neutral or chaotic good.
6. You do not lose experience points when you drop a class. Put all the experience points from the class(es) you are eliminating into your current class and change level appropriately.

❑

Note on Issue 110

The articles in the August issue on the knighthoods of Ravens Bluff was attributed to the LIVING CITY Consortium, but we should have especially recognized John Harns as the driving force behind the project's completion.

Join Us!

The Top Ten Reasons to Join A Gaming Club

by Gary Watkins

The RPGA Network likes to encourage people to get together and have a good time gaming (it's our reason for being, after all). One of the ways that happens is through clubs. We hanen't run many articles on this subject, however, so when we found this article by Gary Watkins, we couldn't pass up the opportunity to help stir up interest in local game clubs. We hope this helps get your club off the ground (or offers new ideas to existing clubs).

10. **Extra! Extra! Read all about it!**
Many clubs publish newsletters by and for their members featuring gaming articles, tips, adventure scenarios, and news of upcoming events. Players can share their creativity and exchange useful information. In some cases, these newsletters are available to non-members in the form of non-attending (or associate) memberships for a reduced membership fee. SAIGE, for example, offers an associate membership for $2 a year which entitles the member to receive and contribute to the club's quarterly newsletter and to participate in club events at local and national conventions.

9. **Save $$$!**
Local game and hobby stores sometimes sponsor clubs, providing gaming space and discounts for club members, and many retailers also have bulletin boards for posting notes. For example, a couple of retailers in my area offer a 10% discount to RPGA® members. The owner of one of the stores was also kind enough to allow SAIGE to post flyers on the bulletin board and to use the store's open gaming area once a month for meetings. If you are looking for a club, or want to start one yourself, your local game or hobby shop is a good place to start.

8. **You could be a winner!**
Clubs occasionally sponsor contests for their members. These contests may be as simple as "Name Our Club," membership drives, or volunteer recruitment for conventions. Prizes may include free club memberships, games, or books. The RPGA also sponsors contests for sanctioned clubs such as club team events at conventions and the RPGA decathalon, a year-long assortment of events including game tournaments (team and individual), magic spell creation, LIVING CITY™ submissions, and the club module, among other things.

7. **Sneak Previews!**
Game companies often ask gaming clubs to playtest new releases before they're marketed. TSR, for example, asked RPGA members and clubs to playtest and fine-tune the 2nd edition AD&D® game before its release. Likewise, demonstrations at conventions or retail outlets are another way companies create interest in their products. When looking for people to run game demonstrations, manufacturers are more receptive to offers from established gaming clubs than from individuals. In return for your services, the game manufacturers will often let you keep the game you demonstrate, or they send you a copy when it is released.

6. **Old dogs can learn new tricks!**
Spice up your game by sharing ideas with other gamemasters. Recruit new players for your campaign if it is in need of some new blood. Play in someone else's group for a while. Interacting with different groups of players can give you a new perspective, allows you an opportunity to sharpen your skills, and can breathe new life into a game campaign.

5. **Time out!**
Every group has its favorite gamemaster. If you're it, and you happen to prefer running adventures to playing in them, so much the better. Most gamers also like to play occasionally, and even seasoned referees burn out from time to time. The club offers an option. An overwrought gamemaster can relax and enjoy the other side of the game without feeling guilty for abandoning his players. Several of our members have groups outside of the club with whom they game. For some of them, the club meetings are the only chance they get to play a character instead of running a game. Others use the club meetings as playtesting sessions for new adventures they've written before springing them on their regular players.

4. **Is there a priest in the house?**
Do you ever have trouble finding enough players to run an adventure? Do you find yourself having to choose between altering the adventure on the fly or scrapping the whole thing when one of your players can't make it? It's a no—win situation. If you belong to a gaming club, however, you have an abundance of players whom you may be able to work into your scenario.

3. **Wow! Who are all of these people?**
Gamers are clannish by nature. Clubs bring people with similar interests together, interests that often go beyond gaming. The friendships formed can lead to other social activities, such as movies, sports, ethnic festivals, Renaissance fairs, and other activities.

2. **Try it before you buy it!**
games exist for a multitude of genres and formats, but who wants to shell out 20 dollars or more just to try one out? Apart from the money, think of the time involved in learning a new system from the ground up. With the different gaming interests that members of a club may have, you often have a chance to try out a new game without having to spend so much money. You may discover that you don't like the system of a game that sounded interesting at first, or you might find that it is a great game, and playing it with people who have some experience with it made it all the more interesting.

1. **Do your own thing!**
To put it succinctly, a club offers choices. In a club, there are usually several games going on at the same time, so if you want to try something different, you have the option of doing so. Most small gaming groups do not offer that sort of flexibility. ❑

Conventions

AndCon, Sep 28-Oct 1, Toledo OH AndCon, the PBM and gaming experience, has added sci-fi and fandom programming! Gaming features are *Magic: The Gathering* and other CCG tournaments, RPGA® events including first-run LIVING CITY events and the largest interactive LIVING CITY event anywhere, *Puffing Billy*, and LARP *Vampire*. Guests include Scott Douglas, RPGA Network Coordinator; Darwin and Peter Bromley of Mayfair Games, Inc.; Frank Mentzer, game designer; and Lee Cerny and Walter Mytczynskyj of Stellar Games. Robin Wood is our Artist Guest of Honor. Paul Brown of RSI is our PBM Guest of Honor. We also feature dozens of board games and miniatures. Pre-reg weekend badge price is $24.95. Write to Andon Unlimited, AndCon '95, PO Box 1740, Renton WA 98057-1740. email Andon@aol.com.

Kennel Con `95, Sep 30–Oct 1, Honolulu HI—This convention will be held at the Kaala Rec Center at Schofield Barracks. Events include RPGA Network events, *Magic: the Gathering,* plus many other games. Other activities include a charity auction and character sketches. Write to: Kennel Con c/o Eric Kline, PO Box 90182, Honolulu HI 96835-0182.

Wincon, Sep 30–Oct 1, Winnipeg, Manitoba, Canada—Located at the Winnipeg Convention Centre. Gaming includes the AD&D® game, *Magic: the Gathering, Illuminati: the New World Order, Rage,* and historical and other miniature gaming. Judges are welcome. For more info, contact David Derksen, PO Box 28073, 1453 Henderson Hwy, Winnipeg MB, R2G 4E9, CANADA. Tel No (204) 668-5614. Email: D.Derksen@genie.geis.com

Hexacon '95, October 6-8 High Point NC — The largest gaming convention in North Carolina will be held at the Holiday Inn Market Square. Our guests of honor include Tim Olsen, designer of Task Force Games' *Prime Directive*; Tony DiTerlizzi, renowned artist for White Wolf's *Werewolf* and TSR's MONSTROUS COMPENDIUM® accessory and PLANESCAPE™ setting; and former TSR editor and designer David "Zeb" Cook. Special events include Charity Merchandise, a Rated-Ace *Star Fleet Battles* tournament (run by Tim Olsen, co–designer of the game system), many RPGA events; a *Magic: the Gathering* tournament with cash prizes; and more. Preregistration costs are $15, and must be received by September 15; the cost is $20 at the door for the weekend. For more information, write to Hexacon (c/o SF3), Box 4 EUC UNCG, Greensboro NC 27412 or call 910-334-3159.

Dire Consequences III, Oct 6–8, Waterbury CT—This con will be held at the Sheraton in Waterbury CT, and will include three new LIVING CITY™ adventures, a *Call of Cthulhu* team event, a two–round ranked *Call of Cthulhu* tournament, and Virtual Seattle and LIVING JUNGLE™ events. There will also be *BattleTech* and *Magic: the Gathering* tournaments. Admission is $20 for the weekend. For more info, write to PO Box 251, Bristol CT 06011–0251.

Bay Games, October 13-15, Laurel MD — Bay Games will host tournaments for RPGA Network, AD&D, *GURPS,* historical and fantasy miniatures, *Diplomacy*, *Battletech*, *Magic: the Gathering* Mox Tournament, *Star Trek* CCG, *Illuminati NWO* and many other game systems. Also there will be special "Live-action RPG" Friday the 13th. Guests of Honor include *M:tG* artist Bryon Wackwitz and John Staton, artist for the upcoming Marvel CCG. The convention will be held at the Best Western Maryland Inn. Pre-registration memberships are $17 for the weekend, $25 at the door, $12 per day. For information please write to: Bay Games '95, PO Box 883, College Park MD 20741-0883, or email avatar@wam.umd.edu.

InterCon '95, October 13-15, Kamloops, British Columbia, Canada — InterCon '95 will be held at the Kamloops Exhibition Complex. InterCon represents all sci-fi interests. Events will include RPG and miniature tournaments, lectures/presentations and autographs from TSR guests, UFO and unknown phenomena researchers, and movie celebrities. There will also be a large trading area and cinema. Offsite festivities at the Stockman's Hotel; a cabaret style comedy improve group, midnight movies at the Paramount; "Heavy Metal" and "Wrath of Khan". Saturday evening limited tickets for sci-fi theme masquerade banquet and ball. Write to: InterCon '95, 1021 McGill Rd, Kamloops, BC, Canada, V2C 6H4.

Totally Tubular Con III, October 13-15 Fullerton CA —Southern California's only all-RPGA event convention features the region's best role-players. Several LIVING CITY events will be among our network tournaments. Special room rates of $49 are available by calling Days Inn at 714-635-9000. Convention registration is $25 until October 1, or $30 at the door. Pre-register early because space is limited. Contact: Totally Tubular Con, PO Box 18791, Anaheim CA 92871-8791, or email: PartDragon@aol.com.

Contact 13, Oct 13–15, Evansville IN Celebrate your Friday the 13th with us! We will have a horror/science fiction theme this year to take advantage of our perfect timing. Located at the Holiday Inn –Airport (formerly the Ramada Inn), we will offer a dealers' room, an art show and auction, panel discussions, a hospitality suite, brunch buffet, a masked ball, and other curious entertainments. Our guests of honor include Dr. Bill Breuer (Science Humorist), who in addition to his usual humorous presentations will also give a talk on the Apollo 13 mission, one of the tensest missions in NASA history; Naomi Fisher (Fan Guest of Honor), known for her great parties and art show expertise; and a yet-to-be-announced Professional Guest of Honor. Memberships are $17 until Sep 1, and $22 after that. For more info, contact: Contact 13, PO Box 3894, Evansville IN 47737; Phone (812) 425 2715. Hotel reservations: Holiday Inn –Airport (800) 465 4329 or (812) 424 6400.

The Western Challenge, Oct 13–15, Saskatoon SK—Sponsored by the U of S Gamers Club, held at the University of Saskatchewan, the con will feature AD&D, Battletech, Magic:the Gathering, and Star Wars. Cost is $2.50 per person per event. Write The Western Challenge, Apt 318–311, Temperance St, Saskatoon SK, S7N 0P5, or call (306) 652 5696.

Classifieds

DELAWARE: Hail and well met, friends. I am Victor Rein of Smyrna, DE area. I seek DMs and players who love to visit the FORGOTTEN REALMS® campaign world. Interested parties may contact me at P. O. Box 51, Smyrna, DE, 19977 (Victor A. Rein, Jr.)

PBM TOURNAMENT: The Champions of the Golden Dragon are going to be running a play-by-mail tournament, if we can get enough players. Set-up and the first turn are free. All turns after that will cost 50¢ each. Contact: Steve Fletcher, 510C West Harbison Road, Pittsburgh, PA, 15205, phone 412-787-7626.

PBM: Join the Champions of the Golden Dragon. The cost is $8 (or $7 for RPGA® members) and lasts a year (12 issues of the newszine). We are a RPGA Network–chartered club and we are trying to print a newszine. Why join? Because we are a play-by-mail club. We currently play two games and three more are in the works. Contact: Steve Fletcher, 510C West Harbison Road, Pittsburgh, PA, 15205, phone 412-787-7626.

WANTED TO BUY: SSI computer games, the D&D® *Rules Cyclopedia*, GREYHAWK® *From The Ashes* Boxed Set, FORGOTTEN REALMS *Adventures* Book, DRAGONLANCE® *Adventures* Book, any *Grimtooth Traps* books, Task Force Games' *Heroes of Legend*, Prime Directive. All in good condition. Please send price list to David Webber, 2801 Choctaw Ct., Woodward, OK 73801-1916.

PLAY BY MAIL: Looking for players to play RAVENLOFT®. Both new and old players welcome. Would like to join a group for PBM FORGOTTEN REALMS (or any other AD&D® game) and *Marvel Superheros*. Will DM RAVENLOFT new and old sets. All standard character classes (including psionicist) welcome. First come first serve. Chris Parker, P. O. Box 1119, Crystal Beach, TX 77650.

KOREA: 33 year old male military dependant gamer seeks game in Yongsan/Seoul area. I live just off Main Post at the Commissary Gate, and I am looking for a weekly game. I DM the DARK SUN® AD&D. I play any RPGA, but have experience in AD&D/D&D, limited experience in other RPGA games with a willingness to try and learn. I want to play weekly or bi-monthly. I PCS in June, 1997. Contact me Tuesday-Saturday 0800-1700 at 738-2222 ext. 6510, ask for Bennett.

WANTED: *Sword and Shield* Book - *Chainmail* - a complete and undamaged *Spell Casters Bible* - modules B10-B11-B12-S14 - and a *Players Handbook* from the First Edition AD&D game but it must be from the first printing or the second, call for details 916-991-0434. No collect calls.

MICHIGAN: Looking for gamers in the Battle Creek area. Also looking for any pen pals who love to write. Maya Warren, 9195 M Drive South, Burlington MI 49029-9723.

NEVADA: I am new to Las Vegas and wish to start a new campaign (AD&D or *Traveller*). If you wish to play, let's get together. Please call Steve at 702-436-0456.

FLORIDA: Anyone in Central Florida interested in forming a network club, please contact Michael Popovich, 5570 Datura Street, Cocoa, FL 32927 or by e-mail, cad@digital.net.

WANTED: Help! I need FRE2 *Tantras* (the module) and FR4 *The Magister* in any condition. I can pay 10$ for each. If you want to sell them please quickly write to: Muhammed Dabiri, Iskele Yolu Sok, 14/6, 81070 Suadiye, Istanbul, Turkey.

WANTED: From the 1993 rare card set (#'s 1-60) cards #20, 21, 22 and 24. I am willing to pay good prices for these cards provided they are in mint condition, or will trade any of the following rare cards for the above: #1, 17, 18, 38, 39, 40, 42. Contact Conrad Geist, 1137 E. Gateway Ave., Ft. Morgan, CO 80701-3916.

WANTED: *City System* and *Karu-Tur* boxed sets for the FORGOTTEN REALMS campaign setting. Also modules H1-4, I13, TM4 *Waterdeep Trail Map* and DUNGEON® Adventures #2-4. I'm willing to pay good prices for items in excellent to mint condition. Send price list to Conrad Geist, 1137 E. Gateway Ave., Ft. Morgan, CO 80701-3916.

KANSAS: 12 year old GM seeking players in Shawnee Mission area for AD&D and *Star Wars* games. Please, no GMs or DMs. I use the MYSTARA® setting. AD&D players must be familiar with *Player's Handbook*. Also interested in trading *Magic: the Gathering* cards. Write to: John Smith, 4119 Prairie Lane, Prairie Village, KS 66208 or call at 831-1288.

OREGON: I'm a 20 year old player/DM who has just recently moved to Salem. I'm interested in meeting a mature group of gamers who are 18 or older. I am familiar with the FORGOTTEN REALMS, RAVENLOFT, *Palladium* RPG and *Heroes Unlimited* settings and games. You can contact Ryan at 463-4833.

MAINE: Where is everybody? I'm 26 and looking for fresh blood to a small gaming group. Any ages welcome. We're looking for DMs and players for *Battletech*, AD&D and *Shadowrun*. Are you up to the challenge? For more information write to Scot DuFour at 33 Ridgeland Ave., South Portland, ME 04106 or call 207-799-5606.

LEGENDS, the first and only *Earthdawn* APA is entering its second year and we're looking for new members. If you've got ideas, stories, articles or just an opinion about *Earthdawn* and would like to share your writing with others, send a SASE for more information to: Richard Tomasso, P. O. Box 1672, Merrimack, NH 03054-1672.

TRADING CARDS WANTED: I am looking for anyone interested in trading SPELLFIRE™ cards. Especially RAVENLOFT 9, 44, 49, 67 (1st Edition) and Promo Card 2. Who wants to get my spare Promo card 1? Also looking for a pen pal, female or male. Write: Joern Wessels, Im gruenen Winkel 25, 32760 Detmold, Germany.

RPGA® NETWORK TOURNAMENT REQUEST FORM

Use this form to request sanctioned tournaments from the RPGA Network. Please fill out the entire form and return it to the address below four months before your convention, six months if your convention has *NEW* tournament submissions.

Game System
Enter the name of the role-playing system here.

Number of Rounds
Indicate one-, two-, or three-round event.

Title of Scenario
Enter the name of the scenario, if known. A list of sanctioned scenarios may be requested from Network HQ.

Name of Author
Enter the author's name if you are asking for a specific scenario.

Total Number of Tables
This number is the expected attendance of the event based on judges and pre-registration. This number tells HQ how many prizes you need for event winners, and how many scoring packs to send.

Check Appropriate Boxes
Please check whether this event is a new submission, a requested event from the Network's library files, or an event you have on hand.

Tournament Types
Feature, Master, Grandmaster, Paragon, Benefit, Living City, Living Jungle, Virtual Seattle, Team, or other if you propose something different. All proceeds from a benefit tournament must go to a legitimate charity; a copy of the cancelled check to the charity must accompany scoring packets for Benefit status to be accepted. Only members may play in Living City or Living Jungle tournaments. Only members of certain levels may play in Master, Grandmaster, or Paragon events. Only members of a Network club may play in Team events.

Limitations
The number of RPGA tournaments a convention can offer is based on the number of days the convention runs. The maximum number of events per convention is four per day, up to a maximum of 16 events. Additional events *may* be available based on expected convention attendance. The Network cannot guarantee all requests due to limited availability of scenarios.

Living City Events
Conventions are limited to one new Living City round, or two Living City rounds from the Network's library files, for each day of the convention. Thus, a three-day convention can have three new Living City rounds, or six previously sanctioned rounds.

Tournament Fees
A fee of $10 per round is attached to each Network event. This fee covers mailings, scoring packs, and prizes for event winners. Tournaments will not be mailed if the event fees are not paid.

Membership Form Requirements
TSR would like for your convention to help us increase membership by placing flyers and advertisements at your convention. • If your run 20 total tables of Network events or less, we would like for you to supply attendees with flyers. • If your run between 21- 100 total tables of Network events, we would like for you to supply attendees with flyers or place an ad in your on-site program. • If your run 101 total tables of Network events or more, we would like for you to place an ad in your on-site program.

Convention Promotions
The RPGA Network is proud to introduce a new program that will increase your convention attendance. We want to *Highlight* your convention in the POLYHEDRON® newszine, and all we ask is for you to place a membership form in your on-site program. We will send your convention a black and white camera ready membership form that you can place your convention name on.

Tournament Programs
The following companies work with the Network to provide events based on their products: TSR, Inc.; West End Games; GDW; 54° 40' Orphyte; FASA; Mayfair Games; Hero Games; Flying Buffalo; R. Talsorian Games; Storm Press; Chaosium; Tri-Tac Systems; Task Force; and Atlas Games. Tournaments based on non-TSR products must be submitted to the parent company for approval before sanctioning. Contact Network HQ for the names and addresses of these companies.

Tournament Submissions
Events submitted for a convention are due six (6) months before the convention date *with no exceptions.*

Prizes
RPGA Network HQ will provide prizes for winners of sanctioned events. Three-round events have first, second, and third place winners; two-round events have first and second place winners; and one round events have first place winners. Tournament coordinators are expected to return all unused certificates to Network HQ after the convention along with the names of certificate winners to HQ.

Scoring
Scoring packs must be completed for each sanctioned Network event run at your convention. Failure to fill out these packs properly may result in the disqualification of the event players or judges. Tournament coordinators are expected to complete and double-check all scoring packs, and must return them within six weeks of the convention. *Convention organizers not complying risk the disqualification of all participants, and themselves not receiving service points for running Network events.* List the number of scoring packs you have on hand below.

Scoring Packs On-Hand: _____

Please sign this form to indicate that you understand and accept RPGA Network policy regarding ordering tournaments.

Name: _____
Print

Name: _____
Signature

Date: _____

Please Submit this form with the Con. Support Form to:

TSR, Inc - Convention Coordinator
201 Sheridan Springs Rd.
Lake Geneva, WI 53147

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RPGA® NETWORK

This form must be received by RPGA Network Headquarters at least four months before your convention.
Tournament Submissions must be received by HQ six months before the convention, no exceptions.
Complete both the front and back of this form. Please TYPE or PRINT CLEARLY.

CONVENTION

Name: _____
Dates: _____
Location: _____
_____
_____
_____
Hours: _____

CONVENTION COORDINATOR

Name: _____
Address: _____
City: _____
Postal Code: _____
Country: _____
Daytime Phone: _____
Evening Phone: _____

TOURNAMENT COORDINATOR

Name: _____
Address: _____
City: _____
Postal Code: _____
Country: _____
Daytime Phone: _____
Evening Phone: _____

We wish to use the following tournaments at our convention:

Game System	No. of Rounds	Title of Scenario (Optional)	Title of Author (Optional)	Total No. of tables expected to run	✓ all boxes that apply: Submit	Request	On hand

Please do not send any of the following tournaments:

Game System	No. of Rounds	Title of Scenario

Expected Attendance _____
Last Year's Attendance _____
Submission Deadlines _____

Mail Tournaments to: _____

Tournament Cost _____

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A Haunting Offer for RPGA® Members . . .

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† A $15.00 value. This offer may not be combined with any other offer.

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Polyhedron® NEWSZINE

Issue #111

In This Issue:

- Dragon Dice Rules and Reference
- GENCON™ Game Fair Winners
- New Roger Moore series

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